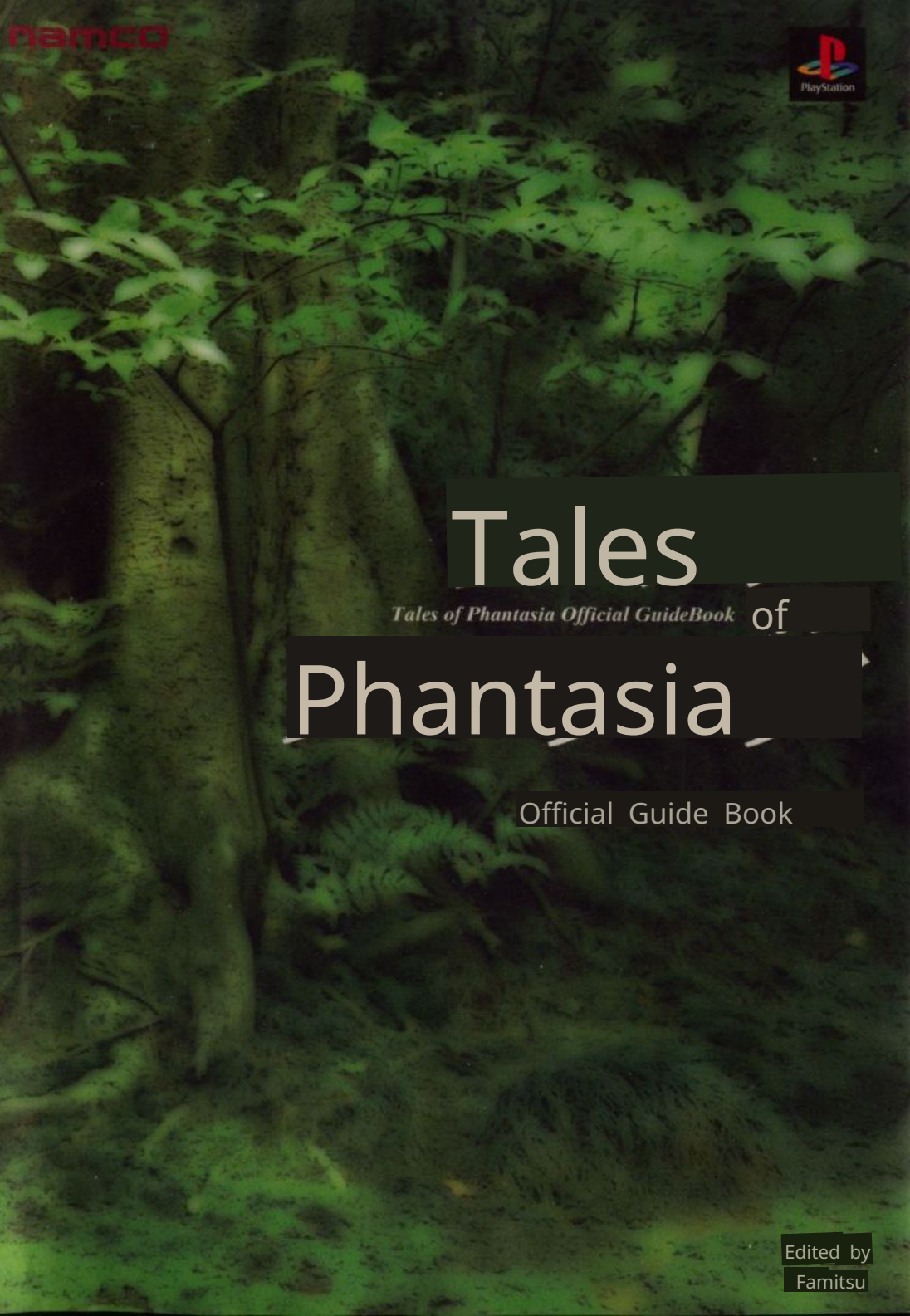
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Namco-Famitsu Presents

TALES OF PHANTASIA

Official Guide Book

How to Use This Book

This section explains how to use the charts, maps, and walkthrough pages that form the core of this book. It also introduces the conventions for structuring each item, so be sure to read through it at least once.

1st step Knowing the Minimum Information to Clear the Game P17

●How to Read the Walkthrough Chart

1
On the chart page, only the minimum necessary events for clearing are listed in chronological order. The event numbers correspond to the map and walkthrough pages that follow.

2
Introduces sub-events that become playable after the end of the previous event on the chart, and the locations where those events occur.

3
Basically the same as 1, but events without event numbers are omitted from the map and walkthrough page because they occur in previously mentioned locations.

{$1}nd step View town and dungeon data P31

●How to Read the Map Page

1
Corresponds to the event numbers on the chart and page. A number marked with "—" indicates a location not included in the chart but necessary for攻略 (strategy).

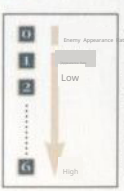
2
Exists only on dungeon and some town maps. Introduces the characteristics of enemies appearing in that dungeon and the information on items and summoning magic necessary for clearing it. The description "Enemies appear that nullify attributes" is only displayed if there are enemies that nullify that attribute attack with a probability of 60 percent or higher.

3
This section introduces the monsters that appear in the dungeon. The order is as follows: common monsters, boss monsters, and monsters that only appear as boss companions. If there are multiple monsters in one entry, they are listed in the order of their Monster Guide. Monsters with names displayed in red indicate that they are making their first appearance. We hope this helps you complete your Monster Guide.

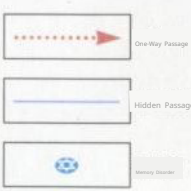
4
This section introduces all the sub-events that occur in that town and dungeon. For information on when sub-events occur, please refer to the page number written to the right of the sub-event name.

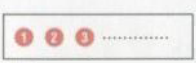
5
CHECK indicates locations with gimmicks, events, etc., and corresponds to explanations on the walkthrough page. Basically, if you follow the numbers in ascending order, you should be able to reach the end.

●How to Read Map Page Symbols



Indicates the probability of encountering enemies. The probability varies from map to map. It is expressed in 7 levels from 0 to 6, where 0 means no enemies appear, and 6 means they appear at a high





Items, Shops, etc.

The numbers on the map indicate the locations of items and shops. What is available is noted beside the map. If there are multiple shops within the same building, the shop data is listed consecutively without a number. Note that these numbers are reassigned for each map.

3rd step

Read the detailed walkthrough P31

How to Read the Strategy Page

1
Walkthrough pages exist immediately after map pages, but in some exceptions, only walkthrough pages exist.
Event numbers correspond to the charts and map pages.

2
Provides explanations and strategies for the corresponding CHECK marks on the map.

3
Colored text in the text provides descriptions for the photos. Colored text and photos are connected by lines to i
ndicate which photo is being described.

4
Black bold text in the text indicates that there is a footnote on the same page. The content of the footnote includes supplementary information for the w
alkthrough and trivia.

4th step

If you want to know more...

I want to know more about the characters P5

In sub-events, I want to play P225

What are hidden events? P253

A more detailed explanation of the system is on P282

Item and monster data? P305

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CHARACTER

Characters

"I won't let Dhaos do as he pleases any longer!"

Cress Albane

CLESS ALVEIN

Human/Male/17 years old/170cm/59kg

As a swordsman of the Alban style

The Alvein-style swordsmanship dojo in Tortilla Village is a prestigious dojo renowned to the point that famous swordsmen visit to seek instruction. Trained by his father, the successor of the Alvein style, Cress's swordsmanship skills were quite remarkable for his young age. However, Cress didn't believe he could surpass his father because he knew he was too soft as a person, which was a weakness in various situations. He would lie to consider the other person's feelings and try to respond to them. Even in swordsmanship, he would consider the opponent's Thoughts make his sword strokes weaker. Such Cress regretted taking such actions, but the people around him knew it was Cress's kindness. That's why they help him, and it's also true that they are helped by Cress.

The Power to Protect What's Important

Liked by everyone, holding no grudges, and never being resented. Before embarking on his journey, Cress was a happy boy with hardly any worries, spending his peaceful days on sword training and half-hearted hunting. However, after his parents were killed by men in black armor, Cress experienced hatred for the first time, lamented his own weakness, and spent his days agonizing over his powerlessness.

Although he couldn't match his father, Cress secretly had confidence in his swordsmanship, but when he realized it was useless and he couldn't protect anyone, he began to seek the power to protect the people he cared about. That power eventually transcended the small goal of revenge and eventually became the driving force to save the world.

「I will definitely... definitely avenge Amy!」

Chester Burklight

CHESTER BARKLIGHT

Human/Male/17 years old/175cm/62kg

Best friend Cress

Chester, who had no choice but to live among adults, tends to look at things askew and adopt cynical remarks and condescending attitudes. However, even with the difference between a bow and a sword, Cress, who is both a rival who hones his skills together and a close friend, understands his personality and accepts his true intentions. Chester also interacts with Cress.

When he does, his inherent kindness comes out.

It just comes out.

For someone who loves his younger sister Chester, his sister Amy is...

He is more than just a friend to Les.

Chester and Amy lost their parents at a young age and had no relatives to rely on or anyone to support them. The two had to work together to survive on their own, but Amy was too young, and Chester ended up having to work alone. He desperately took on any job to make a living. He often thought about how easy it would be to steal, but he gritted his teeth and endured each time. He believed that if he ever resorted to stealing, he would not only taint himself but also his sister, who was growing up straight and thinking of her brother. Conversely, he now believes that he was able to grow up without going astray because of Amy. Chester loves Amy more than anyone else, not only because she is his only blood relative, but also because she encouraged him and guided him in the right direction.

Even after the village of Tortis was attacked by the men in black armor and Amy was killed, his love for her is deeply etched in Chester's heart.

"I haven't said goodbye to my mother yet. That's why..."

Mint Adenade

MINT ADNADE

Human/Female/18 years old/162cm/42kg

An Assigned Mission

For generations, the people of Mint's house had served God as ordinary priests. However, after Mint's mother, Merrill, sealed Dhaos, a special mission was imposed on the family: to pray that Dhaos's seal would not be broken and to prevent his resurrection.

For some reason, Merrill never told Mint about the circumstances of her clan, raising her daughter strictly but with love all on her own. Mint, who grew up to be a young, talented shrine maiden and sorceress, naturally acquired righteous behavior, egalitarian thinking, and a modest attitude. However, she couldn't hide her inherent youthfulness, and out of interest in romance, which she had yet to experience, she often meddled in other people's love troubles, making those around her wryly smile with her excessive interference.

To the Underground Dungeon

Behind the peaceful days, someone was trying to revive the sealed Dhaos, and their hands were closing in on Mint and her friends. Men in black armor, suddenly appearing from the darkness, captured Mint and Meryl in an instant and took them away. Living in a secluded area outside the village proved disastrous, as no one noticed their disappearance.

When Mint, who had lost consciousness, awoke, she found herself locked in a prison cell. No matter how much she looked around, she couldn't find her beloved mother. However, Mint, crying with loneliness and fear, heard Meryl's voice encouraging her from somewhere. The voice gradually faded, but it never disappeared.

Mint Adenade

"Well, it just means nothing is impossible."

Klarth F. Lester

KLARTH F. LESTER

Human/Male/29 years old/176cm/62kg

Kratos F. Lester

Heretical Summoner

Kratos, who majored in magic at the Royal Academy of Alvanista and graduated at the top of his class, is a brilliant magic scholar. Howeve r his appearance, with paint all over his body f or spirit summoning and bells tied to his wrists, ankles, and waist, was the object of ridicule am ong scholars. His own serious attire and advance d theories of spirit summoning were considered her esy by other scholars who dismissed them without even trying to understand.

Even in such a situation, Kratos stubbornly refused to compro mise his opinions and, without pandering to the scholars, open ed a magic research laboratory in Euclid Village and continued to walk his own path.

Those Who Understand Each Other

Klaus has no life skills. He is so ab sorbed in his research that he doesn' t even earn enough to feed himself. There is a reason why he can spend his days comfortably and continue his research with a difficult expression. His childhood friend, who studied wit h him at the Royal Academy and no w lives with him, Mirald, earns all the money necessary for his living and r esearch by herself.However, Mirald su pports Klaus not only financially. Klau s calmly accepts isolation and ridicule , but he can do so because he has s omeone who truly understands him f rom the bottom of his heart. Klaus c alls her his assistant in public, but th at is to hide his embarrassment, and he is actually grateful for her love a nd knows the joy of having someone who understands him by his side. O f course, Mirald knows exactly how K laus feels...

「Humans are so inconvenient, aren't they? I wish we could use magic~」

Arche Klein

Half-elf/Female/17 years old/157cm/45kg

Arche's Repayment

The prank went too far, and the father, Bart,

When I emerged from the barn I had

been put in, Hamel was already devast

ated. I rushed over, only to find one

My close friend was gone, and the f

amiliar townscape had become ruins.

However, Arche encountered the so

ul of her deceased friend, Lia, and l

ent her own body to it. When she c

ame to, she was ready for revenge.

To repay the kindness of helping her

friend, Arche decides to accompany Cr

ess and the others, without consulting t

hem, of course.

Krche was surrounded by those who had fulfilled their roles and ascended to heaven. Arche.

Treasure Chest of Emotions

Her inability to lie and her tend ency to blurt out whatever she's t hinking often perplex Cless, astoni sh Mint, exasperate Klarth, leave a scar on Chester's heart, and even make Suzu laugh. She's usually v ery emotional, openly displaying a nger and tears in public. Contrary to her frank personality, Arche is quick-witted, instantly presenting a vast amount of knowledge due to her half-elf heritage, and her m agical abilities are top-notch.

Initially attracted to the straightforw ard Cless, she becomes increasingly pr eoccupied with Chester as the journey continues, displaying a fickleness tha t is the complete opposite of the dev oted and reserved Mint. The contrast isn't just in their personalities; Arche's childlike figure is the opposite of Min t's, and she's self-conscious about it. T hat being said, she has had a one-nig ht stand with a former boyfriend, reve aling a slightly more mature side.

"...giggle... Ah..I la
私、今、ughed..."

SUZU FUJIBAYASHI

Human/Female/11 years old/135cm/28kg

Killing oneself

The pressure of being the grand daughter of the ninja leader and potentially becoming the leader herself in the future forces Suzu to kill oneself. A strong sense of responsibility has ingrained prioritizing the village, and her resolve is such that she would not hesitate to strike down her own parents.

However, even though Suzu lives by the ninja code, suppresses her emotions, and carries out orders like a fighting machine, her true self is that of an 11-year-old girl. She defeats enemies and feels nothing.

So, she has simply become unable to express her emotions. The way she hides her sadness inside, while not showing it outwardly, makes her appear healthy to others.

It was all just a facade.

Changing Beliefs

Due to the rigorous ninja training Suzu received from her grandfather, Ranzou, she possesses the ability to carry out any mission. Because of this, she handles everything on her own and never shows weakness to others. She considered this way of thinking to be natural, but that was because she had only interacted with ninjas who thought the same way.

Since joining Cress and his friends on their journey, Suzu has been exposed to Cress and Mint's kindness and consideration, and to Arche and Chester's cheerfulness. These warm days, which she is experiencing for the first time in her life, are gradually allowing Suzu to regain human emotions, and she is beginning to realize that they are important.

Suzu Fujibayashi

TALES OF PHANTASIA

Personal Names/Terminology Dictionary

Biographica&Words DICTIONARY

【あ行】Aifreed [Person] A legendary pirate who stole numerous treasures that were thought to be impossible to seize. His name echoed throughout the world around Aselia Calendar 4330-4350, but he was captured and executed after a battle with the Midgards army fleet. However, he had hidden all the treasures in scattered hideouts in advance, so most of them went missing. These are called the treasures of the pirate Aifreed.

Aska [Spirit] A spirit of light that was captured and sealed as research material in the once-prosperous ancient city of Thor. Its identification number at that time was WOC16527. It appears as a white, shining bird, a life form of the spiritual world. Its energy source is ultraviolet light contained in sunlight. It is vulnerable to certain radio waves. It was captured while flying over Thor at 12:56 PM on August 23, Solar Calendar 2543. Amie's Secret Box [Other] A box next to Amie's bed. It cannot be opened, and its contents are a great mystery.

Amie Backlight [Person] Chester's younger sister, a girl who has a crush on Cress. She is quite proactive, suddenly handing over handmade mascots. If the village had remained peaceful, Cress would have eventually been overwhelmed by her and built a happy family. In Aselia Calendar 4304, she was caught up in the Tortoise attack by Mars and his group and lost her life. Alvanista [Country Name] The country with the most developed magical culture in the world. Half-elves are actively valued, and it seems that elven blood also flows in the royal family.

Artemis [Character] The last survivor of the fairy race, a super-organism said to have died out during the final war of the ancient times. She adores Luna, the spirit of the moon, and lives in the Tower of the 12 Zodiacs. She usually only plays pranks, but is actually lonely at heart.

Albane Style Swordsmanship [School] A school of swordsmanship whose place and time of origin are unknown. It is renowned as a practical school, so refined that even famous swordsmen come to seek its teachings. The sword techniques of this school can damage even Dhaos, who should be immune to weapon attacks.

Iga Style [School] A special hidden collective living in a village of ninja, and a branch of the Suzume Ninja. They swear absolute obedience to the leader at the top of the organization, and operate using their own information network. A group that secretly manipulates the course of history. Their information gathering abilities and combat prowess were bought, and incidents occurred one after another where they were brainwashed by Dhaos's henchmen and forcibly placed under his control.Ishtar Legend [Setting] A general term for a famous legend in which the hero Gilgamesh fought the demon Druaga and defeated him after many hardships. The legendary equipment said to have been carried by Gilgamesh at this time is called Gilgamesh Goods. Ishtar is the name of the goddess who was captured by Druaga.

Elfreet [Spirit] A spirit who lives in the Cave of Scorching Sands and prefers over beauty. She is clad in flames of high temperature that can burn even rocks.

Earring [Item] A mysterious earring entrusted to Cless by Meryl's soul in the dungeon. Cless unknowingly dropped this earring at Trinitus's house, and Mint accidentally picked it up, realizing her mother's death. Valkyrie [Character] A female warrior who swears allegiance to Odin. A non-human being.

Valhalla War [Historical Fact] The largest battle in history, in Aselia Year 4202, where the demon army led by Dhaos and humans faced each other on the Valhalla Plains. It ended in victory for the humans. Wing Pack [Item] A portable capsule for storing Rare Birds. It's an extremely convenient item, but its mechanism is one of the top two mysteries in the game.

Vorpal Sword [Item] An ice sword. One of the three sacred treasures, necessary to create the Eternal Sword.

Volt [Spirit] An electric spirit living in the Volt's Cave. You'll be surprised by its indescribable, bizarre appearance and the completely incomprehensible language it speaks, but it seems to understand what we're saying.

Udoo [Character] A researcher at a science lab in Midgard. Her thick glasses are her defining feature.

Undine [Spirit] A water spirit living in the Erosion Cave. By borrowing Undine's power, one can dive deep into the sea within a bubble barrier that is impervious to water and resistant to water pressure. S・D [Item Name] Abbreviation of Swordian Dimlos. Serves as a supporting character in "Tales of Destiny."

A sentient sword that was active in the past. For some reason, it's not the protagonist Stan who wields it, but his sister Lilith. Unfortunately, we don't get to hear its bluffing chatter in this game.

Eternal Sword [Item Name] A magic sword born from the power of Origin, synthesizing the three sacred treasures: Vorpal Sword, Flamberge, and Diamond. It can freely manipulate time and space, and possessing it can even seal away Dhaos's time transfer.

Edward D. Morrison [Character] A magician with elven blood. He traveled the world gathering powerful individuals to defeat Dhaos. He was originally supposed to defeat Dhaos in Aselia Year 4202, but the flow of history changed, and he died in a mutual kill with Ghestona before achieving his goal. He not only served as a strategist for various countries, but also left achievements in the Ring of Contract and time transfer research. He looks so much like Trinnix that Cress is surprised.

Emily [Character] A maid in Alvanista Castle in the future. A dreamy girl who admires her female senior. Every day, she dreams of pinching her senior's cheeks, having her eat her homemade dishes, and creating love-filled books together. Her diary is also in the library.

Elven [Character] The heir to Leiotto, a trading company in Venice in the past. Raised by his overbearing CEO father, he lived a relatively ordinary life. However, his fate takes a dramatic turn when he stays in Euclid Village for procurement... Could it be an Elf? [Race] The only race capable of weaving mana to use magic. Characterized by pointed ears andlongevity, living for over a thousand years. One theory suggests they originated in the Forest of Trent, while another claims they were created by a god in the ancient floating cities. They possess high magical power but dislike conflict, considering it unthinkable to use magic as a tool for war. Feeling an irreconcilable difference between themselves and the half-elves and humans who try to use science for military purposes, they abandon their previous lives and withdraw into the Forest of Trent without exception.

魔な容姿, Arcane Book [Item Name] A book containing the secrets of the Albein style. Despite containing important information, it is easily obtained, almost as if it were discarded. Swordsmen who low proficiency cannot master it, so practitioners in various regions still it easily. Odin [Country Name] An ancient city said to have existed in the Freyland region. People who worshipped Odin as a god gathered, and the country was named after him. During the final war with Fenrir, it was destroyed along with Fenrir by men who suddenly appeared.

Odin [Character] A god worshipped by the ancient people. It is certain that he is not of this world, and he is currently asleep. You can challenge Odin by going to the sanctuary connected to the Tower of Flames. His appearance is 4 meters tall, his entire body is covered in iron-colored armor and a red mantle, and his silver hair flutters. Great Fruit [Setting] A collection of energy with immense power, said to be a seed of Yggdrasil or a crystal of mana. Over a vast periodof time, it is nurtured within Yggdrasil. Dhaos visits this planet to obtain it, engaging in fierce battles with humans.

Oz [Item Name] A mother computer system that supports all functions of the ancient city of Thor. It was in a dormant state, but is reactivated when Cress visits. It can use advanced technologies such as time warp and medical treatment.

Origin [Spirit]: Possesses the power to regenerate [illegible] within a jet-black stone tablet in Heimdall, the Elven Sanctuary. It is said to have appeared on Earth only once during Ragnarok. It has continued to watch over this world for a long time and is knowledge able about various things, but it does not try to talk about them.

Olson [Person]: Cress's uncle. He hands Cress over to Mars in exchange for a promise that Euclid will not be harmed. However, Cress was destined to be killed whether he was handed over or not.

[Ka行]

Crab [Person]: A hateful creature that occupies the main street of Alvanista Port, blocking the path to the treasure chest. The shock of being turned back right in front of you while it slowly moves is immense! Among its companions is a ninja village chicken.

Geese [Character]: A master craftsman of the dwarf race. He is known as Iron Fist Geese because he forged steel with his own fists. He currently runs the Geese Shop on a small island, avoiding people, and no one has seen his face. He was also the one who made the Ring of Contract in the past. Forbidden Spell [Spell]: A spell that converts one's mental power into energy, compresses it using magical power, and affects even time and space. When the spell is cast, a barrier is somehow erected around the area, limiting the effective range, and there are many mysteries. Its use has been prohibited because the caster cannot withstand the excessively high destructive power and the large amount of TP consumed. This is the spell that Edward used to take Jestona down with him in the past. Arche's Meteor Swarm, Big Bang, and Black Hole are also designated as forbidden spells.

Gungnir [Item]: A spear said to have been used by the gods during the End War. It originally belonged to Odin, and the power of the spear itself is sealed.

Gummy [Item]: Originally, it is not something that exists in the natural world, but a medicine that is produced and distributed in this world. The liquid obtained by boiling the base of each gummy is poured into bite-sized molds, and the shape is adjusted as it cools. This work process is demonstrated at the tool shop in Venice, but the question of what the base of the gummy is made of remains unresolved.

Graham [Character]: Alfread's son. He lives quietly in Freeze Kiel with the money he made from selling the ship his father left behind. He is not interested in money or goods, but he asks Cress and his friends to search for treasure in order to find out the true nature of the treasure hidden by his father.

Kurio [Character]: A traveling painter staying at Harold's house. He exchanges Pin-up Mags for Kurio's Mirror. They give it to you. If you use Krio's key with custom settings, everyone's face will be a mess!

Clay Idol [Character] A dwarf living in the Spirit Cave. Since attacks other than the tractor beam are ineffective, they would be the strongest in the world if they obtained the Pickle Stone. Gremlin Lair [Spirit] Strictly speaking, not a spirit, but a resident of the Demon World. He is skillfully persuaded by Klaus to make a contract and agrees to the offer. Ring of Contract [Item] A ring necessary to contract with a spirit. A ring that combines a ring with detailed spells engraved on it and a high-purity gemstone. It is a collaboration between Leonardo of the Elf tribe and Gies, a master craftsman of the Dwarf tribe. The technology to create this and the method to repair it have now been lost. The official name is Rune Ring. Statue of the Five Creeds [Item] A statue expressing BRAVE Courage, JUSTICE Justice, FRIENDSHIP Friendship, LOVE Love, and DREAM Dream. Each represents Gil, Valkyrie, Chronoa, Kai, Pino & Acha, and Namco game characters. By the way, Pino & Acha are from "Toy Pop."

Broken Bow [Item] The bow that Chester equipped when he threw himself to help Cress and his friends. He time-warped to the past with Cress and his friends. It can be remade into an Elven Bow in the future Elven village. Kosuke [Character] You can steal the ninja hood from the first person to climb in the Cave of Trials.

[Sa 行]

Saizo [Character] The fourth ninja to appear in the Cave of Trials. You can steal his mask.

Sakuraba [Character] A gifted pianist who belonged to the Adventurer's Guild in Alvanista in the past. In the future, there is Sakuraba V, his descendant. He also inherited the blood of his ancestor and is a genius pianist. Both of them will play a wonderful piano piece passed down in the Sakuraba family. Sasuke [Character] The fifth ninja to appear in the Ninja Cave. You can steal his mask.

Owner of the General Store Gouri [Character] Although not mentioned in the main story, he was the one who gave Chester and Amy, who drifted to Totis in the past, a place to live and took care of them financially and emotionally. He himself was an orphan, so he couldn't leave the two in the same situation. He is killed in an attack by Mars and his group.

Satsugeki Bu Kouken (Murderous Dance Wild Sword) [Sword Technique] A mystic arte that appeared in "Tales of Destiny." In the previous game, it was a flurry attack, but in this game, it requires additional command input, making the technique more complex.

Three Sacred Treasures [Item Name]: A general term for the legendary weapons consisting of the Vorpal Sword, Flamberge, and Diamond Ring. By presenting these three on a stone tablet in Heimdall, the Eternal Sword is created.

Thunder Sword [Spell]: A spellbook sold by members of the Alvanista Magic Research Institute. When you try to buy it, it seems that a girl in an apron, Lilith, has bought the last copy, so you can't get it. If you want to know what kind of spell it is, you should fight Lilith in the arena. She will surely teach you all about it, whether you like it or not.

Thunder Beam [Spell] Rumor has it that the Thunder Blade's appearance is due to a misprint as "Thunder Beam" in a strategy guide for "Tales of Phantasia" published by a certain company. It cannot be purchased. Jestona [Character] A Dracokentauros under Daos. He died in Midgard after taking Edward with him. He showed the guts to infiltrate enemy territory alone and declare war, but then he took a child hostage and shouted "Kill yourselves!" to Cless and the others, suggesting he's not very bright. Time Transfer [Technique] A technique that warps a certain range of space with magic and mental power, causing those inside to leap into the distant past. Edward developed it in the past and it was passed down to Trinex. Unlike Trinex, who lacks the power to transfer himself, Daos can completely transfer even himself. Incidentally, Thor's warp device differs in both the theory and technical system of time travel.

range of space with magic and mental power, causing those inside to leap into the distant past. Edward developed it in the past and it was passed down to Trinex. Unlike Trinex, who lacks the power to transfer himself,

跳躍

Daos can completely transfer even himself. Incidentally, Thor's warp device differs in both the theory and technical system of time travel. Sif [Character] Edward's wife.

Potato [Item] Defeating the Caveman that appears in the Moria Mines and obtaining it leaves you feeling somewhat lonely.

Shadow [Spirit]: A spirit who dwells in the Cave of Darkness and controls darkness. His unique way of speaking became a popular imitation among Cress and his friends.

Japon [Tribe Name]: The name of a small tribe that lives in the ninja village of the Torrent Forest, having severed contact with the outside world. It is not the name of a country with a unique cultural form.

Jamil [Person]: A female monster under Daos's command. In the past, in Alvanista, she transformed into a parakeet and manipulated Prince Laird, holding him hostage to prevent the Kingdom of Alvanista from participating in the war against Daos.

Janpai [Item Name]: Mahjong tiles made by processing ivory. When used in battle, they inflict damage on the enemy equal to the points on the tile. For some reason, the scoring for the "Sanshoku" (Three Colors) hand is incorrect. Is this a Chombo (fault)?Juzo [Person]: The third ninja to appear in the Cave of Trials. You can steal his mask.

Joan [Person]: Cress's aunt. She seemed to know nothing about Olson's plan.

Summoning [Technique]: A technique to contract with the spirits dwelling in all things in this world, summon them, and borrow their power. To summon a spirit, one must use a Ring of Contract to make a contract with the spirit. However, obtaining a Ring of Contract, whose manufacturing technology has already been lost, is difficult, and it is dangerous because spirits who do not agree to a contract must be forced to obey. Due to the difficulty of learning this, summoning had long been forgotten and was regarded as a theoretical technique. However, the magic scholar Claus of Euclid Village completed his research in the past, bringing it to light in its complete form. Unlike magic, it can be used by humans because it does not directly consume mana, but since mana is also the source of the spirits, summoning will become impossible when mana disappears from the world.

Sylvarant and Tethe'alla [Other]: The two moons floating in the sky above this world. The larger Sylvarant orbits the planet in approximately 35 days, and the smaller Tethe'alla in approximately 42 days.

Fighting or flying around Arlee...

and two moons are clearly visible in the background.

Sylph [Spirit]: Delicate spirits living in Lonevaley, who control the wind. The power of each individual is weak, but they spin around together to create wind and attack enemies.

Cave of Trials [Place Name]: A cave filled with trials that those who would become the leader of the ninja must overcome someday. It is connected to the well in the ninja village. You will be asked questions by the five ninjas who appear along the way, and the content of the letter you receive at the end will be determined from three types depending on how you answer.

Jinpachi [Person]: The second ninja to appear in the Cave of Trials. You can steal his hood. Scarlet Couple [Person]: Former members of the Magic Science Laboratory. They moved from Midgards to Hamel and continued their research into magic science. Daos, taking notice of their research, manipulated Scarlet's apprentice, Demitel, to kill her. At this time, their only daughter, Lia, was also killed.

Stanley [Person]: The director of the Euclid National Academy in the future. He specializes in the research of flying machines and is the person who designed and developed the Rare Bird. After the Rare Bird, he is embarking on the development of a flying machine that can carry 1,000 people at once. Wouldn't it be better to put 1,000 people in a Wingback and fly with the Rare Bird?

Steven [Character]: The great-grandchild of Nancy and Elwin. He will not appear if Nancy and Elwin do not elope in the past. If they do elope, he will be in Freeze Kiel in the future, and if the two are allowed to marry by Dog, he will be in Riot in Venice in the future.

Wonderful World of Taste [Organization] Setting Their Lives on Taste

けた Chefs try to have the excellence of the dishes they have devised recognized and spread to the world. The fact that this activity continues unabated over time suggests that it is probably organized and that its aspirations are being passed down from generation to generation. The fact that the cooking machine in the super-ancient city of Thor mentions this name suggests that its existence was already established in super-ancient times!? However, the cooking machine seems to be a resident of the "World of Wonderful Taste," so there is a possibility that it is a different organization with the same name.

Spirit [Race]: Beings that dwell in all things and control their power. They continue to live on mana and protect the area around their habitat, while also guarding spellbooks. They can be summoned by forming a contract using a Ring of Contract.

St. Lenios Church [Place Name]: A church built to honor Lenios, the founder of Totis Village. It was destroyed when Mars and his forces attacked the village.

World Tree Yggdrasil [Setting]: Said to have been rooted in the earth since the creation of the world, this single great tree generates all the mana in the world. It requires a small amount of mana to sustain itself, so it will wither if mana is depleted from this world. The tree spirit Martel resides within it. Stone Tablet [Item Name]: A jet-black stone tablet located in the Elven Sanctuary. Because Origin resides within it, it holds the power to restore broken items or fuse completely different substances together.

[Ta Row]

DARKEYE? [Character]: The identity of the giant one-eyed creature that the inhabitants of the ninja village become. This monster was also responsible for brainwashing Suzu's parents and the ninjas.

Great Yggdrasil Tree [Setting]: Daos calls the World Tree Yggdrasil by this name. Considering that their home planet is Deris-Kharlan, there may be some connection. Diamond [Item Name]: A ring to contract with Origin. It is considered one of the three sacred treasures because it was equipped by one of the men who destroyed the super-ancient city. It is necessary to create the Eternal Sword, but it only acts as a catalyst and is not synthesized. Daos [Character]: A person dispatched to Earth to seek the Great Seed to revive his dying home planet, Deris-Kharlan. Many talented individuals were dispatched from Deris-Kharlan to achieve this goal, but Daos was the highest-ranking among them. Normal weapon attacks are ineffective against him, and he can only be damaged by magic. Also, when he is in danger, he escapes through time and space by time transfer. He was once sealed by three sorcerers, Trinex, Merrill, and Maria, but he is resurrected using Mars. He has no interest in humans, but he thoroughly attacks those who harm Yggdrasil, which nurtures the Great Seed. He did not reveal his mission until the end, so he was destroyed by Cress and his friends. However, after his death, Martel's mercy transported his remains to his home planet along with the Great Seed.

Chelsea [Character]: The daughter of the mayor of Future Venice. She adores Mint, who taught her piano, but she is a scary girl who continues to hate Cress endlessly just because she once said he wasn't good. By the way, don't you wonder what that soup-like thing is that's always on the table at this girl's house?

Super-Ancient Civilization [Setting]: A civilization that prospered in the distant past with unimaginable technology. The three cities of Thor, Fenrir, and Odin correspond to this, each named after the god they worshiped. The three countries fought for hegemony, but a meteorite fell on Thor, sinking deep into the sea and destroying it. Fenrir and Odin, which remained, continued a protracted war, but were suddenly destroyed by several men who appeared. The identity of these men is unknown, but the weapons and rings they were equipped with are said to be the three sacred treasures.

Demeter [Character]: A half-elf magician. She studied under Scarlet, researching how magic could help people. However, she was manipulated by Daos and suddenly abandoned everything and moved to a remote island in the west. She is the one who killed Scarlet's family and destroyed the town of Harmel. Deris-Kharlan [Place Name]: Daos' home planet, located somewhere in the universe. It needs the Great Seed to avoid the time of destruction. Deroino Tribe [Tribe]: A tribe that ruled the Venice continent.

Thule [Country Name]: A country with particularly advanced science among ancient civilizations, they built cities on artificial islands. They had artificial intelligence robots and holo-

Gram, a civilization with advanced technology that achieved time warp, was destroyed by a meteor strike, and the island sank deep into the sea. Dog 【Character】 Elwin's father. He believes his deceased wife resented him for being so focused on work and continues to regret it. Therefore, out of parental love, he interferes heavily with the women his son chooses and his relationships. A rie 【Town of Eternal Night 【Location】 A town of darkness transformed by Dhaos's power into a place where sunlight never reaches. It is an extremely cold place where temperatures can drop below -20 degrees Celsius.

Master Tristan 【Character】 Miguel's master and an old swordsman of the Albein style. He knew about the Trinex's mission early on and has watched over and guided the growth of Meryl and Maria, who are involved in it. Trinex=D=Morrison 【Character】 Edward's grandson. One of the sorcerers who sealed Dhaos in the past. He is a master of unparalleled magical power and the art of space-time transfer inherited from Edward. He resembles Edward so much that Dhaos is surprised. Dwarf 【Race】 A race that lived in mines and made a living by manufacturing and processing weapons and items with their strong bodies and dexterous hands. They used to live in the Moria Mines, but the details are unknown. In the game, the only one clearly defined as a dwarf is Geyse, who runs the Geyse Shop. Where are the rest of the dwarves?

【Na Row】

Nurse 【Spell】 A spell that restores the HP of all party members. In "Tales of Destiny," the performance was a nurse injecting an energizing medicine, but sometimes there was a happening where a black nurse injected a dark liquid. Now, it has been changed to a first-aid kit, so we can rest assured. Nancy 【Character】 The daughter of a greengrocer in Euclid Village in the past. She fell in love with Elwin at first sight when he came to Venice to buy supplies and is living a painful love life. Whether her love will be fulfilled depends on the player. Ninja Village 【Location】 A village where Iga ninjas live in seclusion. It is hidden deep in the Trent Forest.

Gnome [Spirit] A spirit of earth dwelling in the Spirit Cave. At first glance, they appear to be peaceful spirits who don't seem to be thinking about anything, but they also have a dangerous side, causing explosions one after another.

[Ha-行]

Bart Klein [Character] Arche's father. He lives in a cabin in Loan Valley, observing and researching wind spirits. His weather forecasts are so accurate that he is a minor celebrity in the area. He married Luce, an elf, in an interspecies marriage, but the two were separated by the Elven race's migration to Ymir Forest.

Half-Elf [Race] Those born between Elves and Humans. A race possessing both the magical aptitude of Elves and the aggressiveness of Humans. At times, their potential surpasses both, and their lifespan is significantly longer than that of Humans. However, they are often discriminated against by both Humans and Elves, and are alienated from both societies.

Harrison [Character] A man who came from the future via time-space transfer under the special order of the future King Alvanista to obtain the help of Cress and his friends. He usually spends his time idly in the library on the first floor of Alvanista Castle.

Harold D. Morrison [Character] Trinicus's grandson. Because the elf blood is thinning, he doesn't have the same abilities as his ancestors and doesn't participate in the battle against Dhaos.

Fenbeast [Character] A servant of Fenrir and the incarnation of the Vorpal Sword.

Fenrir [Country Name] An ancient civilization that was once located in present-day Freeze Kiel. The inhabitants revered Fenrir as a god and named their country after him. They continued an endless apocalyptic war with Odin but were destroyed by those who wielded the three sacred treasures.

Fenrir [Character] A god who reigned over the ancient city of Fenrir. His appearance is described as wolf-like. He possesses immense power, but his true identity is unknown.Okiyo Fujibayashi [Character] Suzu's mother. Under Ranzo's orders, she and her husband set out to investigate the disappearances of their comrades, but they were captured by Dhaos and brainwashed, becoming his subordinates like the missing comrades.Kouzou Fujibayashi [Character] Suzu's father, and the person who was originally to become the next head of the ninja village. He went to investigate the cause of the comrades' disappearances, but was captured and brainwashed by Dhaos. Together with Okiyo, he intrudes into the arena to kill Cress.Ranzo Fujibayashi [Character] Suzu's grandfather and the current head of the ninja village. While loving young Suzu, he is raising her strictly to be the next head, now that her parents are gone.

Bush Baby [Race Name] An actual mammal. A small animal about 16 cm in body length, 23 cm in tail length, and 300 grams in weight. It is nocturnal and jumps between trees, apparently jumping as far as 3 meters at a time. It should be a minor animal in general, but for some reason it is a major presence in this game.

Primal Elven Roar [Setting] The language used by the ancient elves. It is not learned, but those with elven blood can read it from birth.Brambard [Character] The elven chieftain. Seeing Cress and his companions' activities and feeling their conviction, he re-recognizes that there are those who can share ideals with humans and half-elves, and begins to explore the possibility of coexistence again.

Flamberg [Character] An incarnation of Ju. Flame Sword, Flamberge [Item Name] A flame sword that is one of the Three Sacred Treasures. It is necessary to create the Eternal Sword.

Frey [Person] Edward's son. Freya [Person] Edward's daughter. Freyland [Place Name] Once a land full of greenery, it was turned into a scorching desert due to the war between the super-ancient city of Odin and Fenrir.

Pluto [Spirit] The king of the Demon World. He appears from a hole connecting the present world and the Demon World in the lower levels of the Moria Mines. He emits a freezing aura and takes on a dignified attitude, but readily lends his power after you win the battle.

Heimdall [Place Name] The sanctuary of the elves. The elves call the Forest of Trent by this name.

Pegasus [Character] A divine horse serving Odin. It has wings on its legs and can fly. On the condition that Cress returns the Gungnir he possesses to Odin, it carries him on its back for aerial combat.

Pendant [Item] The pendant Cress received from his parents on his 15th birthday. It divides and seals away Daos's power into two, the other one being held by Mint's mother, Merrill.

法術 Technique A healing art whose technical system was established after Aselia Year 4210. It borrows power from gods and the earth, and activates the art using mental energy, so it does not consume mana.

[Ma Row]

Martel [Spirit] A tree spirit dwelling in the World Tree Yggdrasil. She is revered as the Earth Mother in Aselia. The statues in the church are also modeled after her.

Mapo Curry [Item] Restores HP and TP when eaten. It was a fairly popular dish in "Tales of Destiny," but in this world, only Amy can make it.Magic Technology [Technology] A technology that allows humans who cannot use magic to use magic by utilizing the power of science. It can use strong magical power, but it consumes an immeasurable amount of mana. Because of this research, the mana on the ground is about to be depleted. To avoid this, Dhaos destroys Midgards, where magic technology is thriving, and kills Scarlet, a talented researcher.Magic Technology Research Institute [Location] A facility within Midgards Castle that researches magic technology. It designed, manufactured, and implemented scientific weapons. The staff is unaware that their research is depleting mana. Most of the staff are half-elves.

Magic Technology Weapon [Item] Charges energy from a large amount of mana and emits high-output light. It knocked down Dhaos's aerial combat unit that attacked from the sky with a single blow. However, it is difficult to adjust, and it breaks after firing only once.Maggie [Person] Nancy's mother, who runs a greengrocer in Euclid. She supports Nancy, who left the village in pursuit of Elwyn.

Maxwell [Spirit] A spirit who lives in the Morlia Mines and controls the elements. He oversees the four great spirits of earth, fire, wind, and water. A reflective old man.Magic [Technology] A technique that borrows the power of the natural world by consuming a small amount of mana. Because the blood flowing through elves reacts with mana to spin magical power, only those with elven blood can use magic. If mana disappears from this world, it will become unusable.

Mach Boy [Character]: The defending champion of the Arvanista Memorial Race. The town's number one running expert. He's full of vigor as long as he's winning, but when he loses, he suddenly becomes timid and tends to give up easily, a coward at heart. In fact, there's not only a Mach Boy, but also a Mach Middle-aged man.

Mana [Setting]: A substance that is the source of spirits and magic, produced by the World Tree Yggdrasil. It is being consumed in large quantities by magic technology, and the consumption far exceeds the production, causing it to become depleted.

Maria Albein [Character] Cress's mother. One of the three magic users who once sealed Dhaos. She had recently fallen ill and was recuperating at home when she was attacked and killed by Mars. Mars Uldole [Character] Former leader of the Euclid Independent Knights, known for his black armor and greatsword. Rumored to be missing or undergoing medical treatment, he actually encountered Dhaos deep within the catacombs and was mentally manipulated, becoming Dhaos's tool for resurrection. He aims for the pendant Cress possesses and destroys Totis Village.Mars's Wife [Character] Continues to wait for her missing husband in Euclid with her cat.Miguel Alvein [Character] Cress's father. A master of the Alvein style and a genius swordsman. He once served as the leader of the Euclid Independent Knights, and his name was known throughout the continent. He is killed by Mars, who takes Maria hostage. The future Totis being renamed Miguel is because Cress and his friends, who returned to the past, rebuilt the town and gave it this name.Midgards [Country Name] In the past, it was a powerful nation boasting the largest military force, but in the future, it is destroyed by Dhaos, leaving only ruins.

Midgards Store Names [Other] In the past, the names of the stores in Midgards were all taken from titles of games with "Dragon" in the name released by Namco. The sources are the four titles: "Dragon Buster", "Dragon Ninja", "Dragon Spirit", and "Dragon Slayer IV".Mirald [Character] A woman living with Klarth as his assistant at the Klarth Magic Laboratory in Euclid Village in the past. She and Klarth are childhood friends, and she has always been good at coaxing Klarth by appealing to his pride. As they grew up, they both majored in magic at the Alvanista Royal Academy, with Klarth graduating at the top of his class and Mirald second. Mirald publishes research books on magical science, and she uses the earnings to cover their living expenses and Klarth's research expenses. Apparently, her books are quite the bestsellers.

Meia [Character] A wandering adventurer. After learning that Prince Lard of Alvanista is being manipulated by Dhaos's henchmen, she is also targeted and manipulated.

Soaring Sky Sword Technique] The ultimate secret technique of the Alvein style swordsmanship. Only after mastering this technique can one call oneself a successor.

Meillgun Tribe [Tribe] A tribe that ruled the southern Euclid Continent. It is theorized that the catacombs were built by the Meillgun tribe. Meryl Adnade [Person] Mint's mother. One of the sorcerers who sealed Dhaos. She was killed by Mars in the dungeon for possessing one of the pendants. However, her soul remained in this world, encouraging Mint and helping Cress, who was also captured, escape from the prison. Her corpse was buried next to Yggdrasil by Cress's hand.

Moria Mines [Place Name] A dwarven mine ruin near Alvanista. Deep underground, the remains of dwarven dwellings and temples can be found.

Mojamoja [Other] A mark that appears in character speech bubbles to convey failure, displeasure, etc.

It also appears when left unattended on the field screen.

Morrison's Book [Item] An old book given to Trinnix when Cress and his friends time-traveled. It contains various research contents and diaries, including information about time travel. It has been passed down through the Morrison family since Edward's time.

Monster Guide Book [Item Name] A guide book for recording data on encountered monsters. For some reason, the title of the book changes depending on the number of monsters encountered. Meeting 0-79 monsters results in "Monster Guide Book." Meeting 80-179 monsters results in "Monster Great Guide Book." Exactly 100 monsters results in "Monster Encyclopedia." Meeting 180-232 monsters results in "Monster Extra-Large Guide Book." Completing the guide book by encountering 233 monsters results in "Monster Grand Collection."

[Ya Row]

Euclid National Academy of Science [Place Name] Formerly the Midgards Magiscience Research Institute. Researchers moved here following the collapse of Midgards.Euclid Tribe [Tribe] A tribe that ruled the northern Euclid continent.

Euclid Independent Knights [Organization] A brave and renowned knight order belonging to the Euclid Kingdom. Miguel served as the previous commander, and Mars succeeded him.

Euclid Black Knights [Organization]: Formerly an independent knighthood, it has been renamed the Black Knights in the future era. Is their main job collecting monsters for the a

rena? Unicorn [Race]: A white horse with a single horn on its forehead, it is considered a symbol of magic users. They live in the White Forest and only meet with pure maidens. The "Unicorn Horn," a transformation of the unicorn, dramatically enhances the power of the magic user who possesses it. Thanks to this staff, Cress was able to prevent Yggdrasil from withering.

Import Company Riot [Location]: An import company built from scratch by Elwin's father, Doug. If Nancy and Elwin don't marry in the past, the company will collapse in the future and be either up for sale or turned into a school.

Yo-mi [Person]: Refers to Yo-mi, who sings the opening theme song of "Tales of Phantasia," "Yume wa Owaranai ~ Koboreochiru Toki no Shizuku." She performs live at the Adventurer's Guild in future Alvanista.

【Ra Row】

Reizen 【Person】 Former leader of the Knights of the Midgards Kingdom. A magic-scientific weapon, the Divine Mind Ragnarok 【Historical Fact】 The elves call the final war in which Fenrir and Odin once fought Ragnarok.

Rea 【Person】 Daughter of Mr. and Mrs. Scarlet. She is a close friend of Arche, and they often played together. She was killed by Demeter, but her soul remained in this world and met Arche, using her body to seek revenge on Demeter. With the help of Cless and his friends, she achieved her goal and ascended to heaven. Lili th 【Person】 From "Tales of Destiny"

The protagonist Stan's younger sister, Lilith Elron. She appeared at the Alvanista Magic Research Institute in the past, and then intruded into the Euclid arena in the future, a young lady who transcends time and space. Don't be fooled by her cute appearance in an apron, or you'll be in for a lot of trouble. The awesomeness of instantly killing a Gulf Beast while wielding a silver ladle can only be understood by those who have fought her. It would be great to have her learn some of the techniques that she has improved upon from her brother, but things aren't that easy.

Luce [Character]: A pure-blooded elf and Arche's mother. When the elves across the continent were summoned back, she parted ways with Part and Arche to head to Ymir Forest. She currently works as a receptionist at an inn in the elven village.

Rungrom [Character]: A court magician of the Kingdom of Alvanista. Utilizing his high intellect, he devises and executes strategies to counter Dhaos, together with his close friend Edward. If Edward is the field operative traveling to various locations, Rungrom mainly provides backend support and willingly offers various forms of cooperation to Cress and his companions. As a half-elf, he is involved in the battle against Dhaos across a long period from the past to the future.

Luna [Spirit]: A spirit who governs the moon and resides in the Tower of the Twelve Stars. She has a gentle personality and dislikes fighting, but she lends her power to Cress and his friends for the sake of world peace. The electric lights and neon decorations are quite dazzling, perhaps she has a penchant for the flashy. Did you know that the neon letters of LUNA change to LASER during battle?

Laird [Character]: A prince of the Kingdom of Alvanista in the past. He was manipulated by Dhaos's followers and held hostage. Originally, he was said to be an idol of the people, excelling in intellect, martial prowess, and magic, and possessing a bright and kind personality.

Learbird [Item]: A small, single-seat aerial floating device that converts magical power into electricity and flies by repelling the earth's geomagnetism with the magnetic force generated from the main unit. It does not originally have the cruising ability to fly long distances, but by injecting the electricity of the spirit Volt, the flight distance is extended. The detailed theory is apparently the same as that of a witch's broom, but what is what?

Lenios [Character]: In his youth, he left his hometown of Venezia and wandered around various places while continuing his training as a magician. After returning to Venezia, he left the city again with the aim of developing South Euclid. He founded Belladam and left his name in posterity as the founder of Totis. The mayor of Venezia in the past is his twin brother. He has a thin trace of elven blood.

Lone Valley [Location]: A valley where the wind spirit Sylph resides, and the wind is always blowing. Bart and Arche built a hut at the entrance to this valley and live there.

Rozania's Dress [Item Name] Among the treasures of the pirate Iffreed, this is the one Iffreed recognized as his true treasure. It was not a valuable trade good or a powerful weapon, but a dress that Iffreed gave to his wife, Rozania.

CHART

Chart

Aselia Calendar
Year 4304

~Modern Era~

EVENT 1 Tortoise Village

Head to the southern forest with Chester.

→P34

All sub-events occurring in Tortoise's Villag e will disappear once the boar in the So uthern Forest is defeated.

Stone Statue Transport	Tortoise	P226
Mapo Curry	Tortoise	P226
Amy's gift	Tortoise	P226
Kind Big Brother	トーティス	P226
The food shop is in an uproar. THIESINI	Euclid	P227
K channeling acquisition.	Tortoise	P227
A Wonderful World of Flavors	Euclid	P242

EVENT 2 Southern Forest

Defeat the Boar & 3 Boar Childs in the depths of the forest.

→P36

Cress's Miguel & Maria and

After walling Tortis Village, parted ways with Chester and headed to Euclid.

Toward Euclid.

EVENT 3 Mountain Path

Only passing through.

→P38

Euclid's City

EVENT 4

Go to the house in the northwest of the city, talk to Uncle Olson, and stay overnight. →P40

EVENT 5

Dungeon/Underground Waterway

After making Mint a party member in the dungeon, defeat the Clay Daemon at the exit of the underground waterway. →P42

Channeled Acquisition P227

Morrison's House

EVENT 6

Mint heads to the catacombs with Chester, whom she has reunited with.

→P44

EVENT 7

Catacombs

Obtain the "Wraith Ruby" from the treasure chest in the depths of the catacombs, and use the magic circle to move to the lava area. Head to Marouse and Morrison, who are in the depths of the lava area.

→P46

Time warp to Aselia Calendar 4202

Aselia Calendar 4202 ~Past~

EVENT 8 Belladam Village

Head to the center of the village and listen to the conversation between the villagers and the village c
hief. →P54

Nancy and Erwin
Euclid
Hamel
Venice
P228

A Wonderful World of Flavors
Bell-Adam-E
uclid-Hamel
Venice
P242

Elecret Art Acquisition
Belladonna
Venice
P244

EVENT 9 Mountain Path

Only passing through.
→P56

You can get information by paying traveling perform ers. There are three types of information in total, b ut none of them are worth paying to hear.

EVENT 10 Euclid Village

Recruit Krass at the Krass Resear 魔術研 ch Lab in the upper right of the village. → P58

Channeled Acquisition
Euclid
P227

At the hut at the entrance to Lone Valley, you can recove r HP and TP for free.

EVENT 11 Hamel Town

Buy a "Pickaxe" and "Rope" at the tool shop. →P60

EVENT 12 Lone Valley

After talking to Part, head into Lone Valley, block the two mana vents inside the cave with rocks, and make a contract with Sylph who is deep in the val ley. →P62

Spirit Forest

EVENT 13

Go to the base of Yggdrasil and listen to the story from Martel, the spirit of the tree. →P66

"Hamel Town"

Talk to the girl Lia in town to make her a companion (NPC).

Lia is a special companion who does not participate in battles. You can only see her graphic on the status screen.

City of Venice

EVENT 14

Talk to the townspeople on the first floor of the mayor's house to get information about Demeter, then ask the captain at the port to take you on a ship to the isolated island to the west. →P68

Defeating Demeter in the basement of the mansion reveals Lia's true identity, and a forced event changes the scene to Lone Valley.

The Isolated Western Island: Demitel's Mansion

EVENT 15

Defeat Demitel who is in the basement.
→P70

Lone Valley

EVENT 16

Arche joins the party.
→P74

Channeled Acquisition — Lone Valley P227

Spell Learning — Bell-Adam

Euclid

Venice P246

Talk to the captain in Venice and Alvanis.

EVENT 17

On the ship

Defeat Mayer.

→P75

Alvanista, the Capital City.

EVENT 18

Stay at the inn and discuss sneaking into the castle. Then, move to Prince Laird's room inside the castle without bei ng seen by the soldiers and defeat Jamil. After meeting wi th the King, ask the researcher at the magic laboratory ab out the location of the Undine in the Erosion Cave, and ob tain an entrance permit for the Moria Mines from the Adv enturer's Guild master. Furthermore, buy the secret word f rom Sakuraba at the bar.

→P76

The secret words you can buy fr om Sakuraba are not necessary i f you already know them.

- Nancy and Elwin — Alvanista / Venice — P228
  To marry the two, you need to kn [illegible] ow the location of [illegible] Benev, mediate the fight betwe en Elwin and Doc with Alvanista, a [illegible] nd talk to Elwin. I have to make a call.
- Private Trade — Alvasta — P229
- Alvanista Memorial Race — Alvanista — P230
- Stone Removal Game — Alvanista — P229
- Sakuraba's Piano — Alvanista — P229
- Treasure Chest at the Tool Shop — Olive Village P231
- Voice imitation comedy — Ymir Forest East Plaza P231
- A Wonderful World of Flavors — Alvanista / "Olive Village Oasis 2 — P242
- Secret Art Acquisition — Alvanista / Alvanista Southwes t Tent Ymir Fores t Tent 12 Constella tions Southwes t Tent Midgards — P244
- Spell Learning — Alvanista — P246

A Spirit Cave / B Isolated Island of the North Sea - Erosion Cave / C Scorching Desert Cave

In the Spirit Cave, defeat Gnome and make a contract. →P82

In the Erosion Cave, defeat Undine and make a pact with her. →P84

In the Scorched Sand Cave, obtain the Sorcerer's Ring from a treasure chest and defeat Ifrit to make a pact with him. →P90

The order in which you make contracts is arbitrary. Once you have contracted with all the spirits, head to the Moria Mines.

EVENT 19

Spell Learning

Spirit Cave

Hot Sand Cave

P246

EVENT 20

Moria Mines

Defeat Maxwell on the 10th floor underground to make a contract, and obtain the broken ring from the treasure vault in the back. <-P92

Alvanista Castle Magic Research

Talk to Rungrom at the Alvanista Capital Research Institute, Get a letter of introduction to Edward.

Edward's Residence: Talk to Edward's wife, Sif.

Olive Village/Oasis

Ask the villagers in Olive Village about Edward. Then, talk to the traveler in Oasis 1, the old man in Oasis 2, and the young man in the Oasis, in that order. After that, stay overnight at the inn in Olive Village while possessing 5 or more "Basilisk Scales".

EVENT 21

→P102

Talking to the young people in the oasis will force you to move to Olive Village.

After talking to Roongrom, he stayed at the inn for one night and then again

Talk to the capital of Arvanista, Loonglom, and receive the "Emblem". When you try to leave the castle, Arche leaves the party.

EVENT 22 Water Mirror Ymir Forest

Only passing through.

→P104

EVENT 23 Elf Settlement

Talk to Plumbard in the north of the villag e and head to the Trent Fore st. →P106

In the Trent Forest, you will naturally reac h the stone tablet if you pass through areas with animals, dragonflies, and fish.

EVENT 24 Trent Forest

Repair the broken Ring of the Covenant with the power of the stone tablet deep in the fores t. →P108

Arche, who infiltrated the village, has been captured by the elves.

Elven VillageShe is helped by an elven woman, but is driven out of the village.

EVENT 25 The Tower of the 12 Zodiacs

Make a contract with Luna at the top of the t ower. →P114

EVENT 26 Midgards

Go to the castle gate, after talking with Edward and Reisen, leave the castle pretending to be the king.

→P120

Talk to Bart at the Lonevalle Archer's house.

At the castle entrance, Edward blows himself up to bring Jestona. Krath is...

After leaving the Midgards party, move to another map and then return to the entrance of the conference room. Kratos will rejoin the party, and you'll head to the Valhalla Plains.

Valhalla Plains

EVENT 27

Defeat Isrant.

→P124

EVENT 28

Midgards

Upon leaving the city, Cress warps to an unfamiliar lo cation. After speaking with Valkyrie at the warp des tination, he returns to Midgards and defeats Ishrant.

→P128

[Secret Art Acquisition] Valhalla Plains P244

For the mechanism where you have to step on switches simultaneously, it' s best if Cress steps on the switch o ne beat later than Arche.

Daos Castle

EVENT 29

Defeat Daos.

→P130

Spell Learning Daos Castle P246

EVENT 30 Alvanista Capital/Edward's Mansion Midgard

Head to Edward's mansion with Lungrom, read the book left by Morrison, and obtain information about Thor. Afterwards, if you stay at an inn in any town, Mint will have a dream. If you have the dream at an inn in Midgard or Olive Village, Mint will resolve to find a unicorn upon waking up; if you have the dream elsewhere, Mint will resolve to find a unicorn when you board a ship.

→P141

Whether Mint decides to search for the Unicorn on the ship or at the inn, the subsequent developments will be exactly the same.

A Wonderful World of Flavors — Edward — P242

The traveling performer in Euclid Village, the townspeople who need Alvanista's medicine, Midgarz

The mayor in the mayor's house in northern Midgarz, the woman under the tree in northern Midgarz, Min

Hear the story of the Unicorn from someone: the woman in the orphanage in southern Midgarz.

EVENT 31 Birch Forest

Defeat the Evil Lord in the depths of the forest and obtain the "Unicorn Horn."

→P142

Spirit Forest: Mint revives Yggdrasil.

City of Venice

Talk to the captain at the port and have him take you by ship to the location where Thor is submerged.

EVENT 32 Super Ancient City Thor

After obtaining "Trump" inside the northwest building, examine the security system next to the door of the central building to unlock the door. Then, after defeating the enemies that attack in the Mother Computer Room, restore the city functions of Thor and return to the present via time warp.

→P144

Supply port — Thor — P231

Spell Learning — Thor — P246

Time Warp to Aselia Year 4304

If you time warp with Thor, you will immediately fight Dhaos. Make sure Thor heals you beforehand.

EVENT 33 Catacombs

Defeat Dhaos.

→P147

Time warp from Aselia Calendar 4304

4354

~Future~

EVENT 34

Miguel's Town

Chase after Harrison and head to Venice. Chester joins the party.

<-P150

The food shop is in an uproar.	Euclid	P227
Secret Technique Inheritance	Miguel	P231
Chester's Training	Any of	P231
Euclid King's Funding	Euclid	P232
Piano Teacher	Venice	P232
Nancy and Erwin	Venice	P228
Arena	Euclid	P240
Lilith Joins the Fray!	Euclid	P241
A Wonderful World of Flavors	Miguel Euclid Morrison's House	P242
Secret Art Learned	Miguel Euclid Venezia	P244
Spell Learning	Miguel Lone Valley Venice	P246
[Collectible Acquired	Miguel Euclid Venezia Morrison's House	P249

EVENT 35

Mountain Path

Only passing through.

→P152

City of Venice

EVENT 36

Talk to Harrison at the port.

→P154

Euclid's City

EVENT 37

Euclid National Academy of Sciences

Talk to Stanley and the others.

→P156

Vault's Cave

EVENT 38

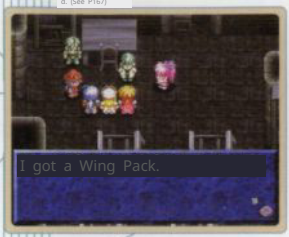
Defeat Vault and make a contract.
→P162

Euclid's City

EVENT 39

Obtain the Rare Bird and "Wingback" at the Euclid Science Academy.
→P166

If you have enough money, it's a good idea to visit towns and upgrade your equipment immediately after obtaining the Rare Bird. (See P167)



- Alvanista Memorial Race] — Alvanista — P230
- Sakuraba's Piano — Alvanista — P229
- Treasure Chest at the Tool Shop — Olive Village — P231
- Voice imitation comedy — Ymir Forest East Plaza — P231
- Yomi Live — Alvanista — P233
- Nancy and Erwin — Freeze Keel — P228
- Odin's Trial — Tower of Flame — P233
- Dhaos Attacks! — Spirit Forest — P233
- xx Chef — Ambushed Cave — P233
- From Mother to Daughter — Elf Settlement — P234
- Elven Bow — Elf Settlement — P234
- GROOVY Archer — Thor — P237
- Things made from ivory — Geese Shop — P234
- Searching for Suzu's Parents — Ninja Village — P235
- Dozo and Okiyo crash the party! — Euclid — P235
- Suzu joins the party — Ninja Village — P236
- Channeled Acquisition — Ninja Village — P227
- "Next Leader" — Ninja Village — P236
- Cave of Trials — Ninja Village — P236
- I don't like hardship — Olive Village — P236
- Supply 術 — Thor — P231

- A Wonderful World of Flavors — Alvanista, Oliv e Village, Freeze Keel, Arlie, [illegible], Elf Settlement, Ninja Village, Thor — P242
- Secret Art Learned — Alvanista, Freeze Keel, Arlie, Oasis!, Tent southwest of Arvanista, Ymir Forest Tent, Southwest Tent of the 12 Constellations, Valhalla Plain, Ninja Village — P244
- Spell Learning — Tower of Flame, Erosion Cave, Cave of Scorching Coals, Ninja Village (Surrounding Forest) — P246
- Summoning magic learned — Thor — P248
- "Ninjutsu Training" — Lone Valley, Training Hall, "Vault of the Cave", The 12 Zodiac, Tower of Flame — P249
- Collectibles Acquired — Freeze Keel, Arlie, Geese Shop, Oasis 3, Ninja Village — P249

EVENT 40

Alvanista, the Capital City.

Go to Alvanista Castle and meet with the King.
→P168

You can hear information about the Fenrir Church at the Magic Laboratory of Alvanista Castle.

Button Pressing Game — Alvanista — P232

Spell Learning — Alvanista — P246

EVENT 41

A: Freeze Kiel Town / B: Ice Cave / C: Flame Tower

In Freeze Kiel, investigate the Fenrir Church door and enter. Then, defeat the Fenbeast in the Ice Cave to obtain the "Vorpal Sword. " →P172/174

In the Flame Tower, defeat Flamberge to obtain the "Flamberge." The order in which you obtain the swords is arbitrary. Once you have obtained the "Vorpal Sword" and the "Flamberge," head to the Trent Forest.

→P182

EVENT 42

Water Mirror Ymir Forest

Only passing through.
→P188

Elf Settlement

Only passing through.
→P190

EVENT 43

EVENT 44

Trent Forest

Defeat Origin under the stone tablet, obtain the "Eternal Sword" in exchange for the "Vorpal Sword" and "Flamberge", and make a contract with Origin.
→P192

Speak with Loongrom in the Alvanista capital.

EVENT 45

The Town of Eternal Darkness, Arie

Talk to the investigator at the bar to obtain the "Dhaos Emblem", st ay at the inn, and then head to the mine ruins west of town.
→P194

An Alvanista researcher holding the "Delis Emble m" is at the counter of the cafe "Late Rising."

Mine Ruins: Use the power of the "Eternal Sword" to head to Dhaos's Castle.

EVENT 46

Dhaos's Castle

Defeat Dhaos.
→P196

Before stepping on the magic circle that warps you to the p rison, equip Cress with the "D eleis Emblem."

Deal with the Grim Reaper — Daos Castle — P234

Spell Learning — Daos Castle — P246

A sub-event that becomes playable once you enter Dhaos' Castle at least once.

Pirate Aifread's Treasure — Freeze Keel — P256

Deep within the Treant Forest — Elf Settlement — P258

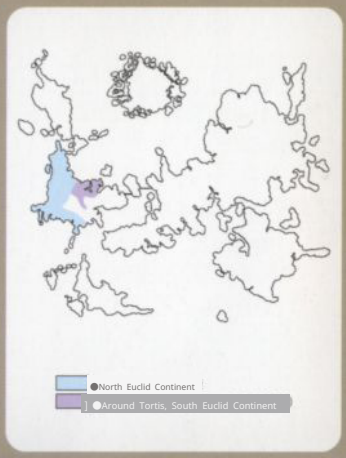
Lower Moria Mines — Moria Mines — P268

Cave — Cave — P280

TACTICS

Map Guide

Current Location/World Map



Owl
F3Z8
A B

Anaconda
F3Z8
A

Dingo
F3J7
A

Bugbear
F3J9
B

G-Bee P
246
B

WORLD MAP

Aselia Calendar Year 4304 ~ Present

EVENT 1

Tortoise Village

CHART P18

SUB EVENT

Stone Statue Transport P226
Mapo Curry P226 Amii's
Present P226 Kind Older
Brother P226 Channelin
g Acquisition P227

To the field

① Cress's House
1回 Free

② Lenios Church

③ Weapon Shop "Diesel"

Longsword	140
Rapier	180
Self Bow - S	50
Self Bow L	200

④ Chester's House

⑤ Gori

Apple gummy	60
Spectacles	10
Chicken	40
Beef	64
Pork	56
Bread ri	20
ce	32
Dried laver	16

"Apple Gummies"
"Spectacles"

⑤ "Yasuragi"

Peaceful Days

Episode 1 Tortoise Village

CHART P18

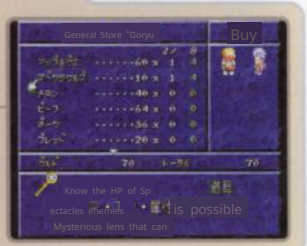
The story begins in the peaceful mountain village of Tortoise. Cress and C hester, childhood friends, head out to the southern forest for hunting, as usual. Such familiar scenery was fitting for the peaceful village.

Pay attention to unfinished tasks

Before heading out to hunt, you'll want to collect the treasure che sts and view the sub-events. This is because once you defeat the boa r in the southern forest, your original destination, the treasure chests and sub-events will disappear. The order for viewing the sub-even ts is as follows: First, do the stone statue moving event at the inn. T his involves moving the stone statue to the passageway near the win dow. If you move it beforehand and then talk to the landlady, you'll receive an "Apple Gummy"; if you talk to her first and then move it, you'll receive 10 Gald. Naturally, it's more advantageous to receive the "Apple Gummy," which is worth 60 Gald when purchased. After comp leting this, go to the general store "Gohri" and receive an "Apple" fro m the shopkeeper. Don't forget to pick up the item that's fallen in th e barn at this time. Next, head to Chester's house and talk to Amy o n the second floor. You'll receive a "Mascot" and "Channeling." Also, i f you have the "Apple" you received from the general store, you'll also get the title "Kind Brother." Be careful, because if you forget to get the "Mascot" and title at this point, you'll suddenly be unable to com plete the title collection and collector's book. In the kitchen of Cheste r's house, there's also an event where you can eat Mapo Curry to full y restore your HP and TP. You can eat this as many times as you lik e, so it's good to use if you're injured in battle.

Shopping at the General Store Gory

After giving the "apple" to Amy and talking to the owner of the general store, you will be able to shop. Buy two or more "Specta cles" to prepare for the Boa fight in the Southern Forest.



A Cless doll made by the mascot Amy working late into the night. It's tr eated as a valuable item, perhaps because it's one of a kind in this wor ld, but it has no special effect. Channeling: An item that allows you to c ontrol your companions (see P287). Collector's Encyclopedia: An encyclop edia that records the items you've obtained. However, you'll acquire it much later. (See P294) Mapo Curry: A legendary dish that only Amy can make in this world. If you had learned the recipe from the beginning, your journey would have been much easier, or so you'd think.....

EVENT 2

Southern Forest

CHART P18

INFORMATION

MONSTER

Owl
P328

Bugbear
P338

G・Bee
P346

Bore
P343
BOSS

Borechild
P343
BOSS

1

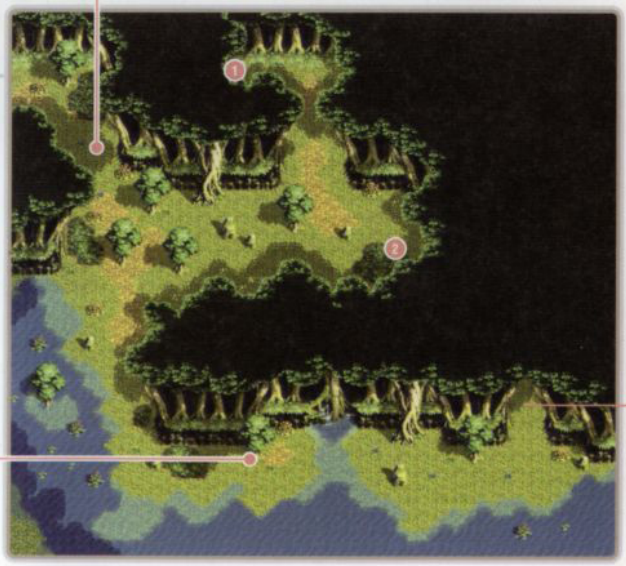
CHECK3

CHECK1

1

To the field

Life Bottle Ap
ple Gummies



CHECK2

The Bell of Tragedy Tolls

2

CHART P18

Cress and Chester cornered and killed a boar fleeing in the Southern Forest. Howe ver, at that moment, as the two were elated by their successful hunt, the sound o f a bell announcing an incident in the village echoed in their ears.

Fight the boar after leveling up.

When you enter the forest, you can see the boar running away at CHECK1 and CHECK2, but if you proceed to CHECK3, you will be forced into battle with the boar, so don't chase it. The boar is an easy opponent to defeat if you have levele d up, but if you go straight to CHECK3, you will have a diffic ult time. Don't chase the boar immediately; it's a good idea t o pick up items and level up. A good guideline is level 3, wh en Chester learns Guren. If your HP decreases while gaining experience, return to Tortoise. At this time, Chester will compl ain and stop once at the exit, but if you try to exit again, yo u can leave the forest.

Defeat the boar with long-range attacks.

After leveling up, fully restore your HP and TP with Tortoise, then go defeat the boar. In battle, have Ch ester use Crimson Flare from long range, and Cress also target the boar with Demon Fang from afar. Sto p its charge while dealing damage, and once your TP is depleted, engage in close combat for safety. To c omplete the monster guide, use "Spectacles" before defeating the boar and boar child.

Return to Tortoise Village, then

After defeating the boar and returning to Tortois e, the village is destroyed. Chester leaves the party, worried about Amy, so head to Cress's house. Wh en leaving the village, examine the fireplace on the second floor of Cress's house to obtain the "Knigh ts Saber." Equip it before heading to Euclid.

Monster Guide: An item that records information about encountered monsters. Althoug h you don't have it at this stage, data obtained from dropped items or with "Spectacle s" will be remembered even for monsters encountered before obtaining the guide and will be reflected in the guide.

Boar Child: Appears with three Boars simultaneously. They have a high probability of runni ng away if the battle drags on, so use "Spectacles" as soon as possible.

EVENT 3

Mountain Path

CHART P18

INFORMATION

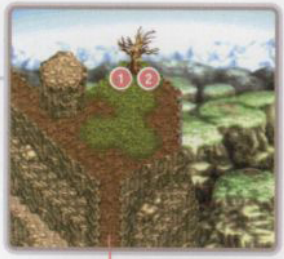
MONSTER

Owl
P328

Anaconda
P328

Bugbear
P339

Euclid Area



1 Life Bottle
2 Orange Gel

CHECK I

① Traveling Merchant

Apple Gel O	60
range Gel B	200
ananasia Bottle	350

Euclid Area

Tortoyk Area

Parting with Friends

13 yen

HART P18

Cress learned from the words left by his mother, Maria, that he w as the target of the Tortus attack. Fearing that Chester would be harmed, he headed to his uncle's house in Euclid alone.

The Shortcut and the Long Way Around

The mountain path has a western route that is a shorter distance to the exit, and a northern route that is a longer way around with a higher enemy encounter rate but also items to be found. Whichev er way you go, you will eventually end up on the field towards Euclid , so if you want to get to Euclid as quickly as possible, take the wes t route, and if you want to get items, take the north route. The firs t time you enter the mountain path, you will be guided to the north route at "CHECK", so it is a good idea to follow it.

Shortcut West Route

The West Route has a shorter distance from the entran ce to the exit, and if you go straight back and forth, you' ll only encounter enemies once or twice at most. If you're in a hurry or have already picked up the items on the N orth Route, use this route. A merchant has set up shop al ong the way, but they don't sell items that you can only buy here, so you can pass them by. Also, when returning from the Euclid area to the Tortoise area, you will autom atically pass through this route.

Item Collection on the North Route

At the entrance to the North Route, a stone statue bloc ks the path, so move it according to the message. After t hat, proceed along the path and pick up the "Life Bottle" and "Orange Gel" at the summit. This route has a high e ncounter rate with enemies, and you'll have to fight quite a few battles, but the only monsters that appear are Owl s, Anacondas, and Bugbears. If Cress's level is over 3 and his HP is full, you're unlikely to lose.

On the North Route, before defeating the boar in the Southern Forest, you could come to the mountain path with Chester to level up and collect item s. If you prioritize efficiency over the story, it's worth trying.
When fighting against weak monsters like Owls, Anacondas, and Bugbears, d on't hesitate to use your skills to increase your mastery rate. If you use the m steadily from the start, you won't have to go through the trouble later.

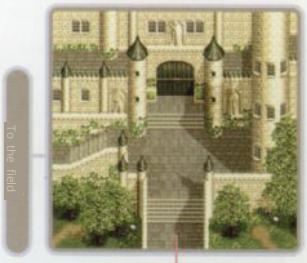
EVENT 4

Euclid's City

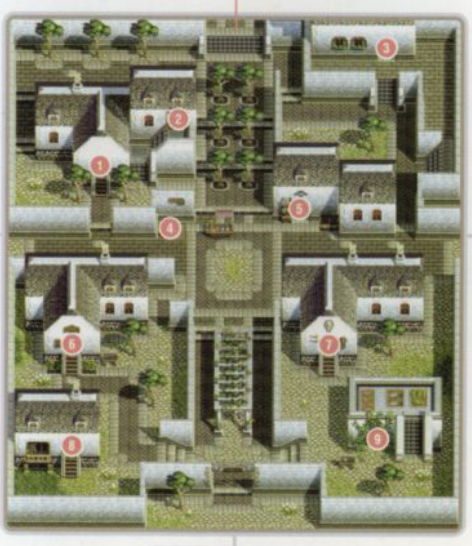
CHART P19

SUB EVENT

The food shop is an uproar P227
The Wonderful World of ite P242



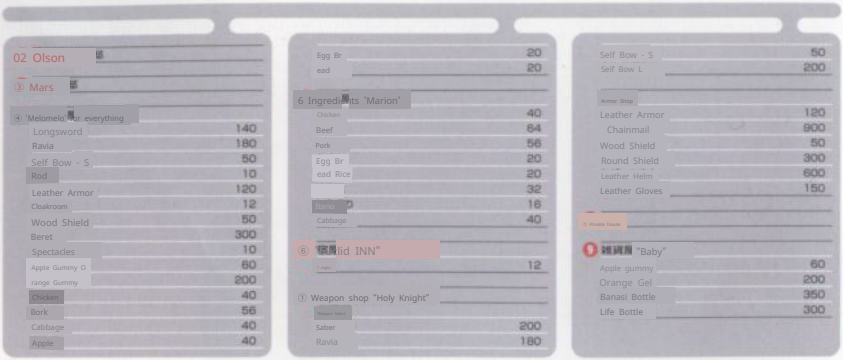
To the field



Field

To the field

To the field



Olson's Betrayal

4 Euclid's City

CHART P19

Kress, trusting his uncle's kind words, laid down his weary body . However, when he awoke in the middle of the night, he was s urrounded by armored men wielding weapons.

Let's explore the town.

Once you arrive in Euclid, before heading to Uncle Olso n's house, let's first wander around the town. Talking to t he castle gatekeeper and then meeting the woman at the Mars residence can yield interesting information, and at th e grocery store "Marion," the cook can teach you how to make cabbage rolls. If you're short on recovery items, be sure to stock up before going to Olson's house.

Staying at Uncle's house...

If you go to Olson's house and talk to your uncle, he will suggest that Cress stay and rest. If you agree and answer "Ye s," time will pass to night, and you will be captured by armo red men who appear with your uncle's help.

If you want to rest in Euclid without advancing the event, i t's better to use the inn instead of your uncle's house.

EVENT 5

Dungeon/Underground Waterway

CHART P19

INFORMATION

- Channel that recover HP from Water and Dark attribute attacks appear.
- Enemies that nullify attribute attacks appear.

MONSTER

Slime P336

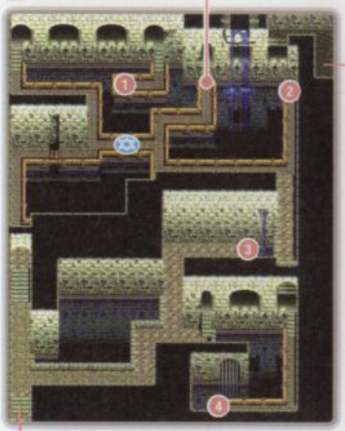
G-Slug P346

G. Bat P346

Clay Demon P333 BOSS

SUB EVENT

Channeling Acquisition P27



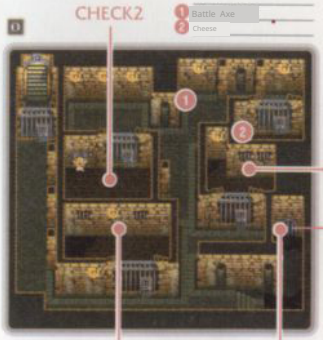
1. 1,000 Gald
2. Rapier
3. Orange Gummy
4. Savory

times

Underground Aqueduct

1. Apple Gummy
2. Orange Gummy
3. Wood Shield Ch
4. anneling

1. Apple Gummy



1. Battle Axe
2. Cheese

Underground Cell

Captive Girl

5 地下牢・地下水路

CHART P19

Cress was betrayed by his uncle and captured by a man in black armor. His pendant and weapons were taken, and he was locked in an underground cel l. He was aided by a mysterious power and escaped with Mint, a sorceress.

From the Underground Cell to the Underground Waterway

After examining the "CHECK" hole in the dungeon wall for about 10 seconds, you'll hear a woman's voi ce. Examine the hole again and reach inside to recei ve "Earring," and at the same time, the wall will colla pse, allowing you to go to the CHECK2 cell. There is only a woman's corpse here, but you can obtain a "L ongsword" from the corpse. Equip this and try to pry open the cell door. After leaving the cell, rescue Min t at CHECK3, equip the "Battle Axe" obtained in the s ame dungeon, and escape from CHECK.

"Channeling" and "Orange Gummy"

Among the items dropped in the underground waterway, if you pick up either the "Channeling" located under the memory circle or the "Orange Gummy" located directly in line with it, and then leave the room or save and reload, one of them will disappear.

Use Flying Swallow Kick for the boss battle

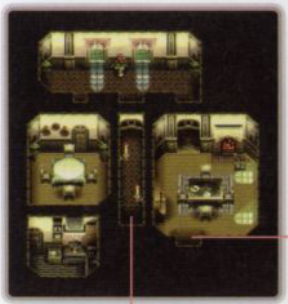
In CHECK5, you will fight enemies guarding the exit. Th e opponents are a party consisting of 1 Clay Demon, 2 G. Bats, and 2 G. Slugs. It's a good idea to move Cress and the others back in formation beforehand and attack the approaching enemies. At this time, the Clay Demon will im mediately advance, but the G. Bats will prevent it from get ting close to Cress and the others. Therefore, cancel th e Upward Slash and use Hien Renkyaku (Flying Swallow Li nked Kick) to deal damage to multiple enemies at once. If your HP gets low, recover with Mint's First Aid.

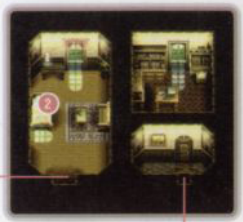
Female corpse: Mint's mother, Meryl Adnade. Even after being killed, her soul remained in t his world, helping Cress and continuing to encourage her daughter. After Mint joins the pa rty, a message appears showing concern for her, and you cannot approach the corpse. Ca ncel: In this book, the operation of performing a special move continuously from a slash or thrust is referred to as a cancel. (See P289)

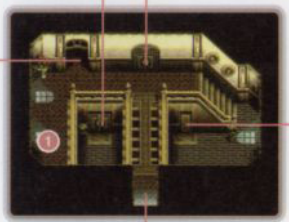
EVENT 6

Morrison's House

CHART P19







To the field

Saber	200
Ravia	180
Self Bow L	200
Rod	10
Chainmail	900
Ring Mail	1200
Cloakroom	12
Round Shield	300
Leather Helm	600
Leather Gloves	150
Beret	300
Mantle	20
Spectacles	10
Apple Gummy O	60
range Gummy	200
Mixed Gummies	1000
Banasi Bottle	350
Life Bottle	300
Chicken	40
Pork	56
Egg	20
Bread	20
Rice	32
Dried laver	16
Cabbage	40
Apple	40

② Bed 1

18 無料

Cress's Determination

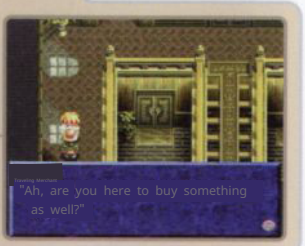
Immediately after escaping the underground aqueduct, Cress was caught off guard by a monster and lost consciousness, but fortunately, Morrison happened to pass by and saved him from danger, and he was being cared for at his house.

Reunion with Chester

When Cress wakes up, an unfamiliar man and Mint appear. The man's name is Morrison. It seems he was the one who rescued Cress and the others. After hearing about the circumstances of the rescue, he receives homemade steamed egg custard from Mint and learns how to cook it. He is also given a "Monster Encyclopedia" to help him in future adventures. When he gets out of bed, Morrison suggests he go outside to get some fresh air, so let's go out to the garden. While walking in the garden, he reunites with Chester, whom he parted ways with in Tortoise. Morrison appears before the two, who are happy to see each other safe, and tells them that he is chasing a man in black armor. However, when Cress tells him that his pendant was stolen, Morrison leaves alone, and the remaining three discuss what to do next.

Before Heading to the Catacombs

After discussing it, the three decide to follow Morrison to the catacombs. Before that, however, make sure to buy some items from the merchant in the second-floor hallway. The item you'll want to buy is the "Self Bow L." Chester is equipped with the "Self Bow S," but it won't be effective against the enemies in the catacombs as it is. Also, if you don't have any "Panacea Bottles," you'll want to buy about two. If you don't have enough money, earn some by fighting enemies in the field. If your HP has decreased, it's a good idea to use the bed in Morrison's house to recover your HP and TP before going to the catacombs.



Morrison: A sorcerer who knows about the man in black armor's plan and is trying to stop it. He is an old friend of Cress's parents and Mint's mother. The data obtained before acquiring the Monster Encyclopedia is also reflected. The man in black armor attacked Tortoise Village, aiming for the pendant, and killed the villagers. His true identity is Mars Uldole, the former captain of the Euclid Independent Knights. The "Chain Mail," "Ring Mail," and "Leather Helm" sold by the traveling merchant can be found in the catacombs you're heading to next, so there's no need to buy them here.

EVENT 7

Catacombs

CHART P19

INFORMATION

●Enemies that recover from Water and Dark attribute attacks appear.
●Enemies that nullify Dark attribute attacks appear.
●Enemies that use poison, paralysis, and sleep attacks appear.

MONSTER

Clay Demon P333

Ghoul P333

Skeleton P336

Slime P336

Lizard Fly P344

G-Slug P345

G. Bat P346

G. Frog P346

マミー P344 EVENT

Golem P334 EVENT

Catacombs

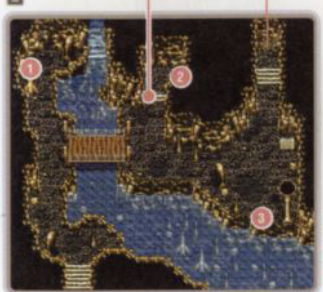
2

A

Cave

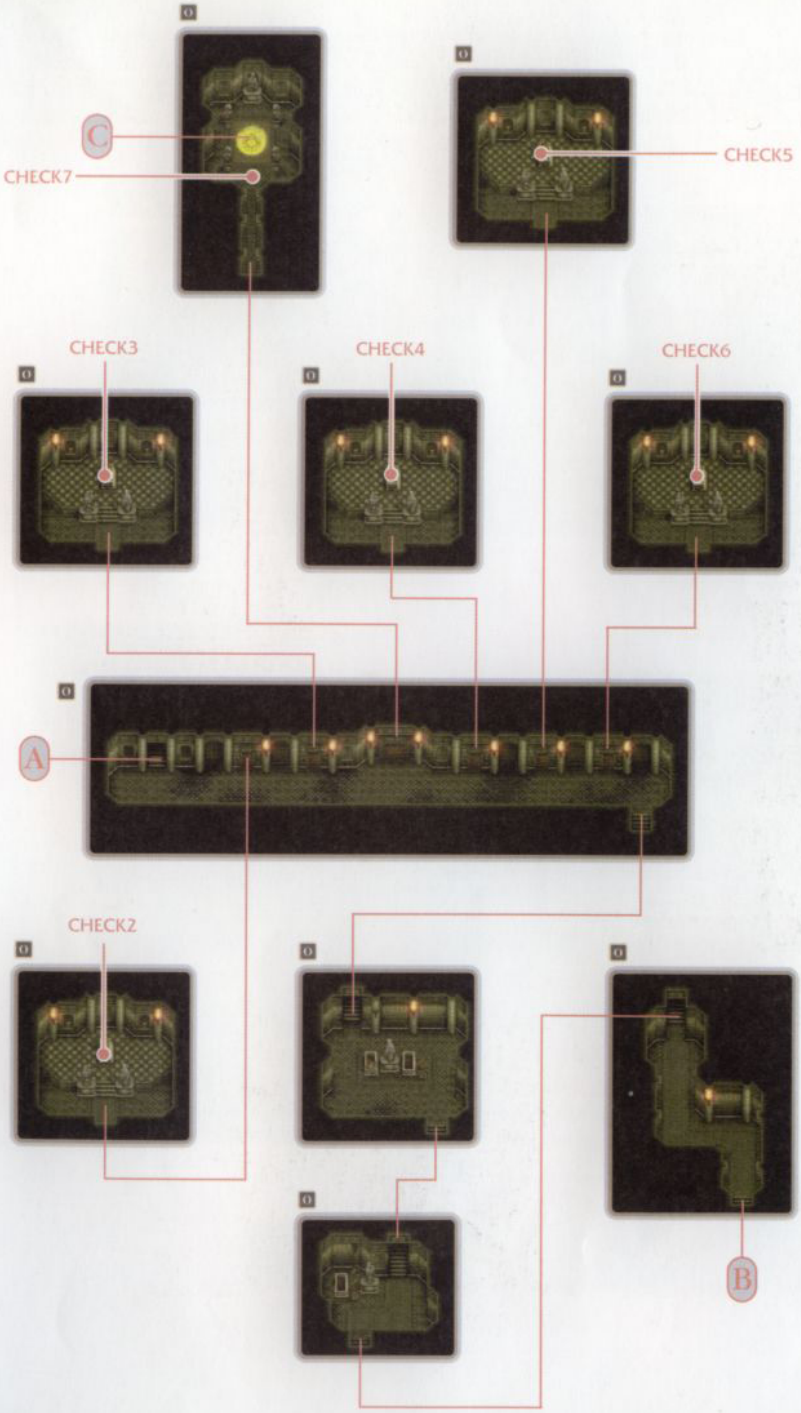
CHECK1

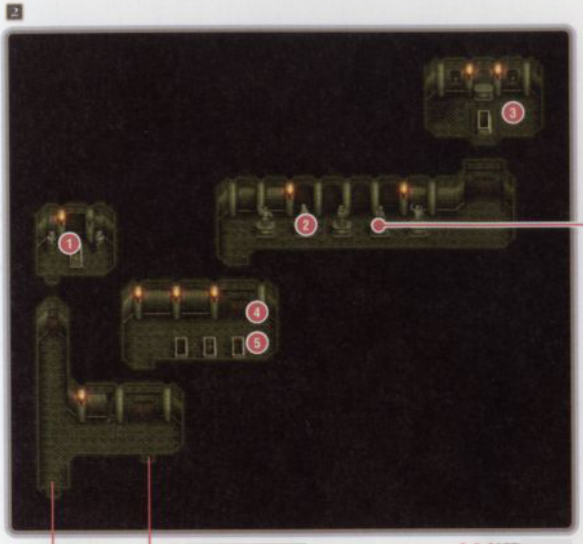
2

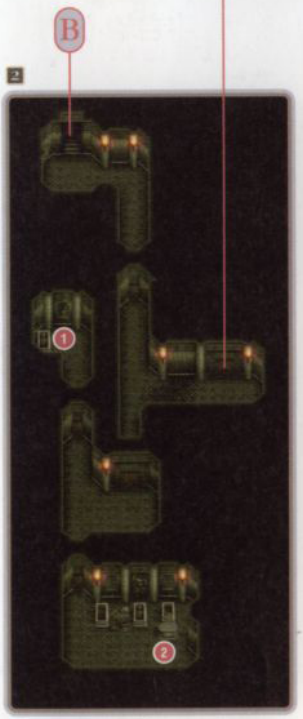


1 Apple Gummy
2 Mix Gummy O
3 range Gummy

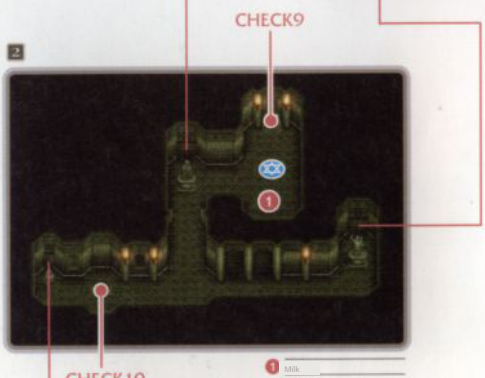
To the field

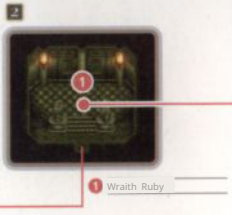

C
CHECK7
CHECK5
CHECK3
CHECK4
CHECK6
A
CHECK2
B

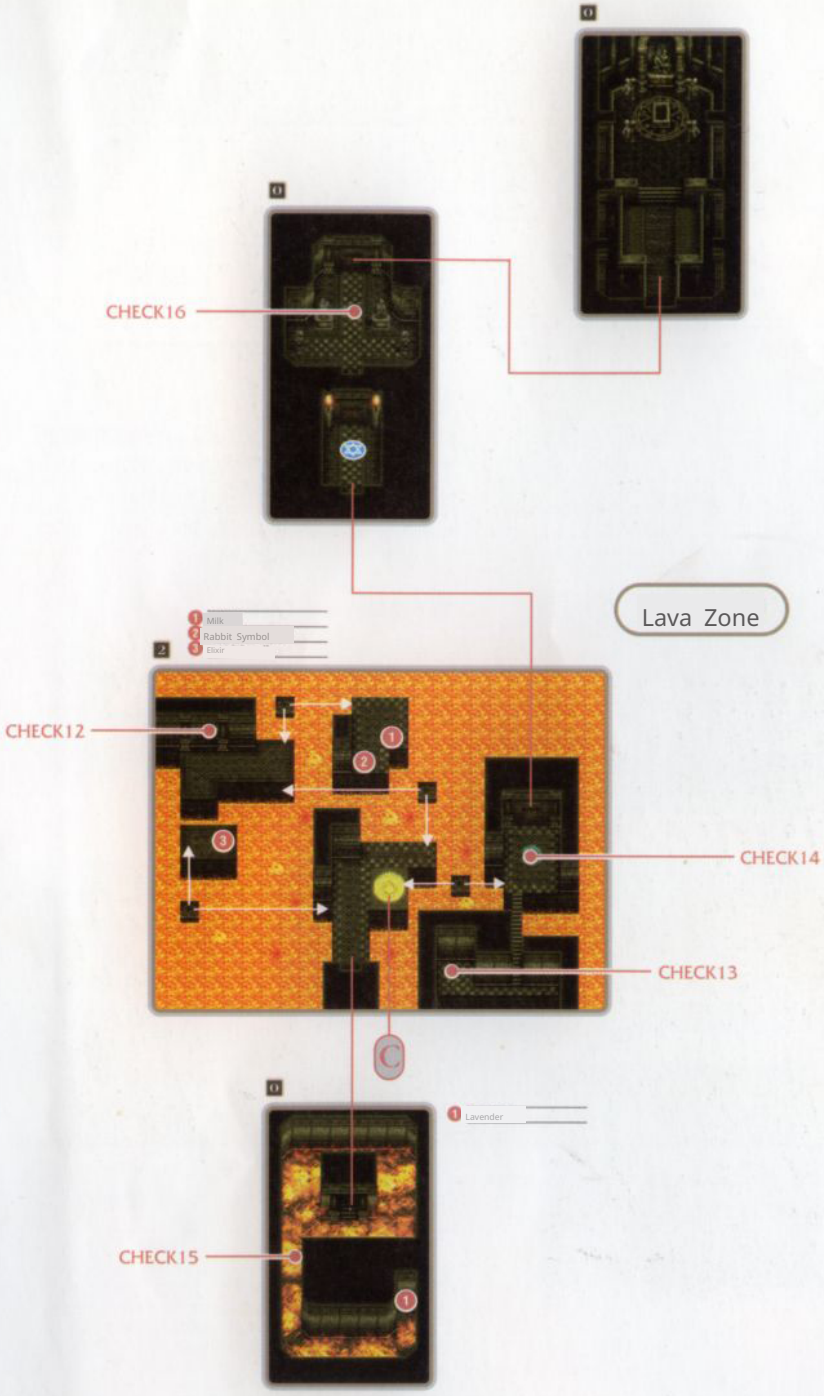

2
CHECK8
1 Saber Rin
2 g Mail Chain
3 mail
4 Mixed Gummies
5 Sage
Do not
and apply.


B
2
1
2
1 Cheese
2 Apple gummy

2
1 Cheese
2 Orange Gumm
3 y Banacea Bottle
1
2
3


CHECK9
2
1
CHECK10
1 Milk


2
1
CHECK11
1 Wraith Ruby


CHECK16
Lava Zone
1 Milk
2 Rabbit Symbol
3 Elixir
CHECK12
CHECK14
CHECK13
1 Lavender
CHECK15

Day of Destiny

7 Catacombs

CHART P19

When Cress and his friends reached the deepest part of the catacombs, Morrison was confronting the man in black armor. But there, an even greater enemy was about to be released from its seal.

Possibility of Total Annihilation

Equipping Cress with the 'Knights Saber' and Chester with the 'Self Bow L' should provide sufficient combat power, but continuous paralysis attacks from Mummies and Ghouls can lead to total annihilation. It's best to prepare equipment and purchase 'Panacea Bottles' before coming.

Cave leading to the Catacombs

In the cave leading to the Catacombs, the "Orange Gel" and "Apple Gel" are linked. If you take one and then go to the lower floor or outside, the other will disappear. At "CHECK," two skeletons are guarding the treasure chest. They don't use special attacks, so defeat them and get the "Mixed Gel" before going underground.

Battle with Mummies

At CHECK2-6, examining each coffin will trigger a battle with one Mummy. If you plan to return to Morrison's house to recover HP and TP, it's best to attack safely from a distance with Demon Sword or Chester's special skills. If you want to save TP, don't move forward yourself, and thrust when the enemy comes to the edge of your attack range. The five Mummies in total guard "Leather Mantle," "Charm Bottle," "Hourglass," "Leather Helm," and "Rune Bottle" in order from the left room. Mummies only appear in CHECK2-6 of the Catacombs. If you want to complete the Monster Book, be sure to use "Spectacles" during one of these battles.

Mummy: An annoying enemy that uses paralysis attacks. If you don't have a "Panacea Bottle" or get paralyzed after using them all, don't give up. Defeated Mummies may drop a "Panacea Bottle" at the end of the battle.

How to Proceed

You must go to CHECK7 to warp to the lava zone, but the door is sealed. To open it, you must obtain the "Wraith Ruby," so first proceed to CHECK1. At this time, be sure to check the statue at CHECK8 to obtain the treasure chest that appears.

When you arrive at CHECK9, save at the memory circle just before it and examine the stone statue. You will then fight one Golem, so have Cress use Slash followed by Flying Swallow Kick, and Chester use continuous Ice Fang attacks to defeat it. Mint should cast Pico Hammer to support while healing HP. After that, carry the Golem back to the stone statue and place it on the switch at CHECK10 to open the upper left door. Defeat two Clay Demons at CHECK11 and obtain the "Wraith Ruby" from the treasure chest to be able to enter the room at CHECK7. Examining the light in the back of this room will restore your HP and TP as many times as you like. After recovering, ride the magic circle to move to the lava zone.

Lava Zone

Proceed by riding the floating panel. First, activate the CHECK12 switch to create a foothold to the right of the warp point, and head to CHECK14. However, you will accidentally drop the "Wraith Ruby" at CHECK13 along the way, and when you go to pick it up, you will fall further to CHECK15. If you ride the floating device at CHECK1 when you go to retrieve the "Wraith Ruby" that fell to the lower level, you will not take damage even in the damage zone.

Earn money before proceeding.

After picking up the "Wraith Ruby", return to the catacombs using the magic circle, and defeat the Clay Daemon in the passage before CHECK7 to earn about 15,000 Gald, which will make the subsequent development much easier. After restoring HP and TP, head to CHECK16 and fight two Golems. Cless should attack the enemy on the right with Thunderclap Slash, Chester with Frozen Fang, and Mint should cast Pico Hammer on the enemy on the left. Defeat the Golems and proceed further.....

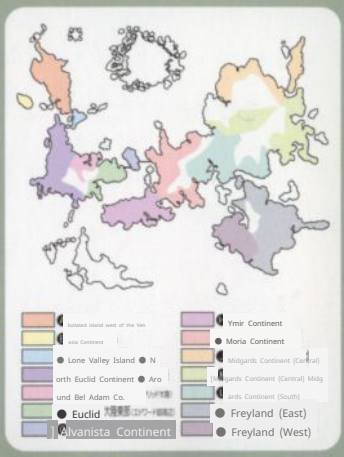
Treasure Chest: Contains 3 items: "Ring Mail", "Mixed Gummy", and "Sage". Be careful, "Ring Mail" and "Sage" are linked; taking one and switching screens will cause the other to disappear.

Damage Zone: Each step deals damage equal to 0.5 percent of each party member's maximum HP.

Levitation Device: Floats in the air for about 12 seconds. Time spent on floating panels, screen transitions, and battles are not counted.

Clay Daemon: Defeating one earns 420 Gald. If you recover HP and TP at CHECK7 while farming, you can use special skills as much as you like.

Super Ancient City Thor
North Sea Isolated Island Erosion Cave
City of Venice
The Isolated Western Island Demtel's Mansion
Hamel Town
Lone Valley
Euclid Village
Mountain Path
Port 1
「Alvanista City
Edward
Level Adam Village.
Southwest tent of the 12 constellations
Spirit Forest
Tent southwest of Arvanista
「Moria Mine
Port 2
Water Mirror Ymir Forest
Ymir Forest East Tent
Hang Gang 2



WORLD MAP

Aselia Calendar Year 4202 ~Past~

EVENT 8

Belladam Village

CHART P20

SUB EVENT

The Wonderful World of ste P242
Secret Art Acquisition P244
Spell Learning P246

To the field

To the field

① Lenios' House

酒	Free

② Weapon Shop "Double K.O."

Saber	200
Rapier	180
Verdant	700
Krishmarld	1400
Battle Axe	700
Rod	10
Gemrod	600
Leather Armor	120
Chainmail	900
Ring Mail	1200
Cloakroom	12
Amber Cloak	620
Wood Shield	50
Round Shield	300
Leather Helm	600
Iron Sallet	840
Beret	300
Leather Gloves	150

③ 宝箱 "Orange Gummy"

④ 宝箱 "Banacea Bottle"

⑤ 道具屋 "Draw"

Apple gummy	60
Orange Gel	200
Mixed Gummies	1000
Banasi Bottle	350
Life Bottle, F	300
lare Bottle, L	150
iqueur Bottle, Elv	60
en Boots, Mantl	4000
e	20
Leather Mantle	100
Spectacles	10

⑥ Private House

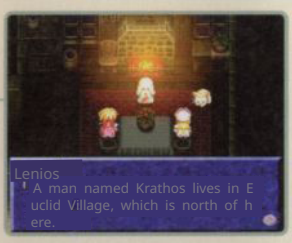
Going back a century

8 Beladam Village
CHART P20

Cress and Mint, who were saved by Chester and Morrison at the cost of their lives, travel through time by time transfer and arrive at an unfamiliar hill. Descending the hill, they see a small village.

To Lagnios' house

Upon entering the village of Belladonna and speaking with the residents, Renios, the village chief, arrives and invites them to his home. While talking with Renios, Cress and Mint learn when and where they have been transported to. Renios also tells them about magic, Dhaos, and a man named Claus who might lend them his power.



Belladonna Sub-Events

There are three sub-events in this village. One is learning how to make a cheeseburger from Renios' wife, Sophia. Simply talk to Sophia and answer "Yes" to her question. The second is learning a mystic arte. There is a hidden passage in the weapon shop. By going through this passage and talking to the child inside the counter, you can learn the mystic arte, Majin Sōhaten (Demon God Severing Slash). The last one is learning a spell, but nothing happens when you first come to the village.

Although it's not much of an event, you can restore your HP and TP for free as many times as you like by using the bed in Renios' house. Also, if you examine the fireplace, Cress will get covered in ash, and the number of times you've examined it will be displayed. The number is intriguing, but in reality, this number has no meaning.

Before Heading to Euclid

Before leaving the village, be sure to pick up the item that's dropped next to the item shop. As for equipment, more powerful items will be sold in Hamel and Venice, which you'll be able to visit later, so there's no need to buy anything in this village.

Lenios, the half-elf who founded the village of Beladam. In honor of his great achievements, the church in modern-day Tortis Village is also named after him. He is the brother of the mayor of Venice City. During the event, did you happen to notice his forehead subtly gleaming in the firelight?

EVENT 9

Mountain Path

CHART P20

INFORMATION

MONSTER

Killer Owl

P332

Python

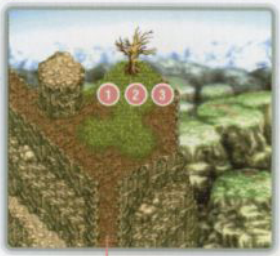
P339

Vogle

P343

Euclid Area

6



1 Beef
2 Cheese
3 Bread

6

Euclid Area

3

3

Belladum Area

Looking back at the sign

EVENT 9 山道 CHART P20

Cress and Mint traverse the mountain path to visit Claus, who lives in Euclid Village. It is a path they once traveled, and one they will travel again 150 years later.

Differences from the Modern Mountain Path

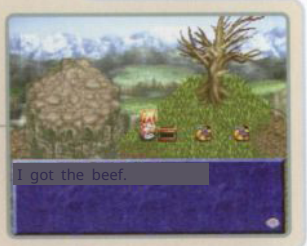
The terrain, the monster encounter rates in each map, and the fact that it's just a passing point are the same as the modern mountain path. The differences are the absence of stone statues, the absence of merchants, the ability to read the sign at the north route entrance, and the upgraded monsters compared to the modern mountain path. Even though the monsters are stronger, they only have increased HP and don't use special attacks like poison or paralysis. Of course, you won't have a hard time, but still, when you enter battle, don't hesitate to use your skills and increase your proficiency rate even a little.

There are items on the north route, but...

Similar to the Modern Mountain Path, there's a treasure chest on the roundabout north route containing "Beef," "Cheese," and "Bread"—ingredients that practically scream, "Make a cheeseburger!"However, unless it's a dire situation, these items aren't worth the detour. You can safely ignore them.

The shortcut is the correct choice.

While the enemy encounter rate is high on the north route, the monsters that appear offer little Gald and experience points, making it a fruitless endeavor to engage in repeated battles. Even if you're aiming to complete the Monster Book, the same monsters appear around Beladam and in the Spirit Forest, making fighting here a waste of time. It's best to take the shortcut, the west route, and head straight to Euclid Village.



The sign is faded and difficult to read in the Age of Tatefuda Cress, but it says,"Danger! Northward Path."

EVENT 10

Euclid Village

CHART P20

SUB EVENT

Channeling Acquisition P21
27 Nancy and Elwin P228
The Wonderful World of Taste P242 Spell Acquisition P246

To the field

To the field

To the field

① 宝箱[0 Gald]

② "宝箱rm Bottle"

③ Armory Shop"

Ravia	180
Verdant	700
Krishmarld	1400
Fine Saber	700
Battle Axe	700
Rod	10
Gemrod	600
Chainmail	900
Ring Mail	1200
Cloakroom	12
Amber Claw Ro	620
und Shield Kite	300
Shield	600
Leather Helm	600
Iron Sallet	840
Pellet	300
Leather Gloves	150
Oven mitt	300

④ 道具屋「猫目」

Apple Gummy O	60
range Gummy	200
Mixed Gummies	1000
Banasl Bottle	350
Life Bottle	300
Flare bottle	150
Liqueur Bottle El	60
ven Boots	4000
Mantle	20
Leather Mantle	100
Spectacles	10
Talisman	2000
Rabbit Symbol	200

⑤ Claas Lad Institute

⑥ 宝箱「ヴェル Dun]

⑦ 宝箱 "2000 Gald"

⑧ 宝箱 "Elixir"

⑨ Greengrocer "Vegetto"

Carrot	150
Cabbage	40
Cucumber	90
Potato	250
Tomato	190
Onion	210
Apple SI	40
rawberry	220
Banana	180
Milk	30
Cheese	40

⑩ 宝racle Gummy"

12 宝箱] Gummies]

13 宝箱Bottle"

14ROD" (Rod)

11 d Inn" 130

24

Summoner Claus

10 Euclid Village
CHART P20

Klaus, who is researching summoning magic in the hopes of enabling humans to use magic. This eccentric man, introduced by Lanius, doesn't take Cress and the others seriously.

A New Ally

After visiting Klaus's house and Cress and Mint finish explaining the situation, he agrees to join them on the condition that they cooperate with his research. After this, speaking with Mirald will grant you "Channeling."

In the room at the upper right of Klaus's house and the bookshelf in the lower right passage, there are spellbooks. However, they cannot be obtained at this stage. Also, various books are stored on other bookshelves, providing information about spirits.

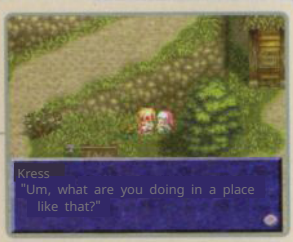
Hidden Items

Among the items that can be found in Euclid Village, the following are linked: "Verdant" and "Charm Bottle", "Miracle Gummy" and "Mixed Gummy", "Elixir" and "Rune Bottle", "2000 Gald" and "1000 Gald". If you take one of each pair and then enter a shop, a house, or leave the village, the other will disappear.

The "Charm Bottle," however, can only be obtained by entering the bushes next to Cress's house and going through a hidden passage.

Before leaving Euclid

The party will follow Klaas's words and head to Lohn Valley, but before that, let's learn how to make sandwiches from the cook at the greengrocer's. Meanwhile, talking to the woman next to the inn's sign will start the Nancy and Elwin Great River sub-event. If you have some money to spare, you can buy information from the traveling performer.



Miralda: A woman who helps Klaas with his research. It sounds good, but in reality, she supports Klaas, who is solely focused on research and has no income. Nancy and Elwin: A love story between Nancy, the daughter of the greengrocer, and Elwin, the heir to a pawnshop in Venezia. The trajectory of their love will have an impact on the distant future (see P228).

EVENT 11

Hamel Town

CHART P20

SUB EVENT

Nancy and Elwin P228

The Wonderful World of ste P242

① Hamel Church

② Weapon "Crystal Rod"

Verdant	700
Krishmarld	1400
Fine Saber	700
Waroon Sword	1600
Battle Axe	700
Crescent Axe	1800
Rod	10
Gemrod	600

③ Inn "Hamel Inn"

1 night	36

防具屋 "Patience"

Chainmail	900
Ring Mail	1200
Cloakroom	12
Amber Claw Gro	620
und Shield	300
Kite Shield	600
Leather Helm	600
Iron Sallet	840
Beret	300
Anklet Leathe	800
r Gloves	150
Oven mitt	300

6 Tools "Angel's Blessing"

Apple gummy	60
Orange Gumm	200
y Mix Gummy	1000
Banacea Bottle Lif	350
e Bottle	300
Flare bottle	150
Liqueur Bottle	60
Holy Bottle	80
Dark Bottle	20
Mantle	20
Leather Mant	100
le Spectacles Pi	10
ckaxe	150
Rope	100
Talisman	2000
Rabbit Symbol	200

The Day Before the Nightmare

11 Hamel Town

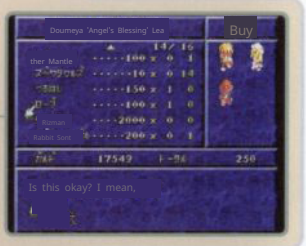
CHART P20

The party visited Hamel to purchase the pickaxe and rope needed for Lone Valley. The town seemed peaceful at first glance, but a dark premonition was spreading among the residents.

Pickaxe and Rope

To proceed deeper into Lone Valley, a "Rope" and a "Pickaxe" are required. These two items are not sold in the villages and towns you've passed through so far, so you'll need to buy them in Hamel or Venice.

You only need to buy one "Rope" and one "Pickaxe" since they don't disappear no matter how many times you use them.



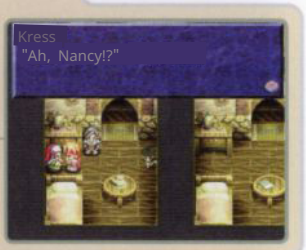
Extend the trip to Venice

Mint and Cress's equipment can be obtained in Heimdall, but if you want to get powerful equipment for Cress, it's a good idea to go to Venezia, which is located further north from Heimdall. Here, you can find weapons and armor for Cress that are not sold in the weapon shops you've seen so far. If you procure the highest-grade items you can buy at this point, the battles after Lonevalle will be much easier. It will be expensive to buy everything, but it shouldn't be a problem if you've earned money in the catacombs. Conversely, if you don't have much money, we recommend buying the "Waroon Sword" in Heimdall, which has excellent cost performance.

Heimdall Sub-Events

You can learn how to make French toast from the cook under the bridge. This cook disappears after you finish the events after Lonevalle.

If you talked to Elwin about Nancy in Euclid, Nancy will be at the inn. If you talk to her here, you can meet her at the inn in Venezia.



Chef: There's no chance to learn French toast unless you learn from this chef.

Nancy: If you talk to Nancy at the inn, she will have moved to the Venice inn the next time you visit. Also, even if you finish the Spirit Forest event before talking to her, Nancy will have moved to the Venice inn.

EVENT 12

Lone Valley

CHART P20

INFORMATION

- Enemies that recover from Dark-attribute attacks appear.
- Enemies that use poison attacks appear.
- "Pickaxe" and "Rope" are required to clear.

MONSTER

Harvie
P340

Piyo Piyo
P340

Hell Master
P342

Lizardman
P345

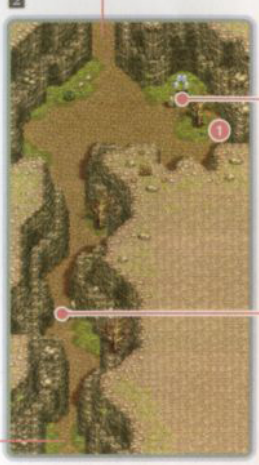
Living Dead
P345

G. Leech
P347

Blue Sylph
P341
EVENT

Red Sylph
P345
EVENT

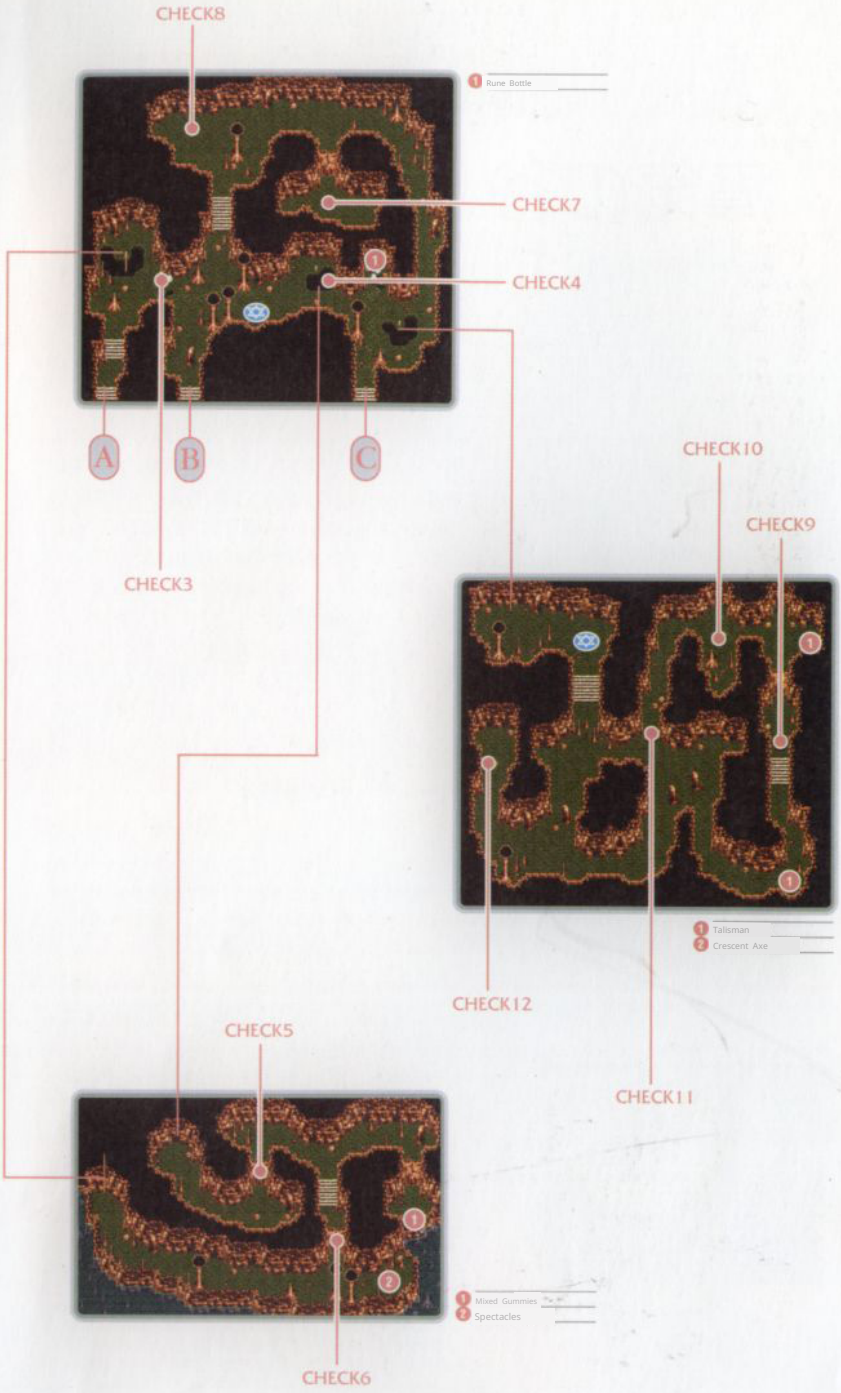
1 "Kite Shield Ambe
2 r Cloak Charm Bottl
3 e Apple Gummy
4



1 Bread

1 Thieves' Mantle
2 Ankpelet

To the field


CHECK8
1 Rune Bottle
CHECK7
CHECK4
A
B
C
CHECK3
CHECK10
CHECK9
1 Talisman
2 Crescent Axe
CHECK12
CHECK11
CHECK5
1 Mixed Gummies
2 Spectacles
CHECK6

Miasma Valley

EVENT 12 Lone Valley

CHART P20

Cress and his friends visited Lonvaley to make a contract with the wind spirit, and were asked by Part, who lives in this area, to search for his missing daughter. The group headed to a valley invaded by the miasma of the Demon World.

Bart's Hut

Once you arrive in Lorn Valley, meet Bart, who lives in the hut near the entrance, and obtain the "Opal" ring necessary to contract with Sylph. After that, you'll head deeper into Lorn Valley after leaving the hut, but you won't be able to proceed without a "Pickaxe" and "Rope." If you don't have them, buy them at a tool shop in Harmel or Venezia and then return to Lorn Valley.

The "Thieves' Mantle" and "Anklet" behind the hut are linked. If you take one and enter the hut, go out to the field, or proceed deeper into Lonevally, the other will disappear.

Lonevally Ground Level

At CHECK1, if you have a "Pickaxe," you can break the rocks and proceed. At CHECK2, you will fight Sylphs blocking the path. The enemies are 2 Blue Sylphs and 2 Red Sylphs. Have Cress use Claw Lightning Slash to target the Blue Sylphs in the front, and have Mint cast Pico Hammer to prevent the Red Sylphs from casting Storm. If the enemy uses Storm, everyone will take about 200 damage. Have Claus focus on HP recovery to keep everyone's HP above 250 at all times. Defeating the Sylphs will dispel the gust of wind blocking your path, allowing you to proceed.

Save at the Memory Point and proceed further, entering the cave from entrance B. Be careful not to take damage from the sickle weasels along the way.

Blue Sylph: Appears only twice in the Lone Valley event. Use "Spectacles" to complete the monster guide. Red Sylph: Like the Blue Sylph, it only appears twice. Don't forget to use "Spectacles" to complete the monster guide. Kamaitachi: Receives damage equal to 0.5 percent of maximum HP per step. No damage is taken if touched above the root by 3 characters.

Moving between floors

After entering the cave from entrance B, ride the gust of wind caused by the Sylph at CHECK3, and use the "Rope" from the hole at CHECK4 to descend to the floor below.

On the lower floor, proceed by destroying CHECK5 and CHECK6 with a "pickaxe," then climb the rope ahead to go up. Upon reaching the upper floor, you will battle Sylphs at CHECK3. The opponents are two Blue Sylphs and one Red Sylph. The number of enemies is small, and the tactics from CHECK2 will still work.

Eliminate the source of miasma

After defeating the Sylphs and proceeding further, you will find the miasma spewing out from the miasma vent. To stop this, you need to carry the rocks inside the cave and block the vent. You will take damage with each step in the miasma, so use cooking to frequently restore your HP.

Procedure to block the vent

First, let's move the rock at CHECK7 and block the miasma vent at CHECK8. Next, descend into the underground from the hole at the bottom right of the map using the "Rope" and save at the memory array. This floor is also covered in miasma, and the enemies that appear are formidable. Be sure to save to prepare for total annihilation. Also, if you encounter a Hell Master while moving, run away immediately, even if your HP is full. If you fight at this stage, total annihilation is unavoidable.

After saving, proceed to CHECK9 without making any detours, move the rock there, and block the vent at CHECK10. Next, move the rock at CHECK11 and block the vent at CHECK12. Blocking the two holes on this floor will eliminate the miasma and prevent you from taking damage. At the same time, enemies will no longer appear, so those aiming to complete the monster encyclopedia should be careful. Once the miasma disappears, pick up the "Crescent Axe" and "Talisman" before returning to the surface and fulfilling your contract with Sylph at CHECK13. On the way back, retrieve the items in the above-ground area that you couldn't get because Sylph was in the way.

Miasma: Receives 0.5 percent of maximum HP damage with each step. This damage will not kill you, and HP will not decrease below 1. Cooking, such as Chawanmushi, is also effective when afflicted.
Monster Encyclopedia: Be careful, as Living Dead, G. Leech, and Lizard man only appear in the Lone Valey Cave before the miasma disappears. Crescent Axe and Talisman: These two are linked. If you take one and move to another floor, the other will disappear.

EVENT 13

Spirit Forest

CHART P21

INFORMATION

MONSTER

Killer Owl
P332

Python
P339

Bore
P343

Boarchild
P343

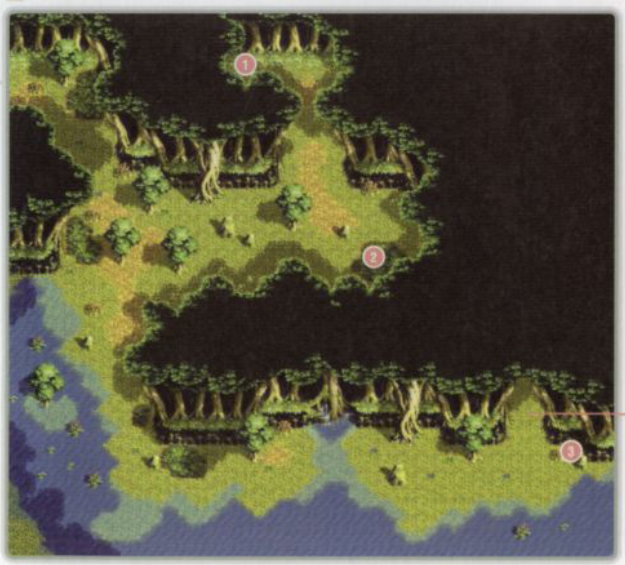
Hornet
P343

1

CHECK 1

To the field

1



1 Hourglass
2 Sage
3 Reverse Doll

World Tree Yggdrasil

13 Forest of Spiri

ts CHART P21

Believing the Sylph's words that mana is disappearing from this world, they head to the Forest of Spirits, where Martel, the spirit residing in the World Tree, is located. It was the southern forest where Cress used to hunt.

Before heading to the Sylph's Forest,

Meeting Martel in the Sylph's Forest will trigger the destruction of Hameru and the disappearance of sub-events. Be careful not to leave anything undone.

Martel, the spirit of the World Tree Yggdrasil

After receiving the "Element Orb" from Sylph in Lhon Va lley, let's go to the Sylph's Forest. If you go to the World Tree Yggdrasil at "CHECK", Martel will appear and tell you that mana is about to be lost from the world.

To Alvanista?

Unable to take any effective measures against the depletion of mana, Cress and his companions head for Alvanista to obtain a new Ring of Cont ract. This town is located on a continent separate d by the sea, and cannot be reached without a s hip. The party decides to head to Venezia, where a ship to Alvanista is said to be available, but...

In Harmel

On the way to Venezia, as they pass through Harmel, they fi nd the town in ruins. All the buildings are destroyed, and there is no sign of people. In the center of the town, there is a sin gle survivor. The surviving girl is named Leia, and she tells the m that the town was attacked by the magician Demitel, and th at her parents were also killed. Cress offers Leia his help in av enging her, and with her joining the party, they head for Venez ia, where Demitel is said to have gone.

World Tree: The World Tree Yggdrasil, which generates mana throug hout the world. Just as ordinary trees photosynthesize to create oxyg en, it generates a large amount of mana within the tree. A single tr ee supplies mana to the entire world. Mana: Necessary for spirits to live in this world, and also the source of magical power. It is being consumed in large quantities by someone, and is facing a crisis of depletion. Rhea: Joins the party as an NPC, but does not participate i n combat. By the way, if you go to the hut in the Lone Valley part after adding Rhea to your party, he is out. Why?

EVENT 14

City of Venice

CHART P21

SUB EVENT

Nancy and Elwin P228 | The Wonderful World of Taste P242 | Secret Art Acquisition P244 | Spell Learning P246

City of Venice

① 服飾 ict Ring

2 3 Importing Company Riot

5 Private Residence

6 Ferry

1 time	30

8 雑貨 Bay Area

1泊	48

防具屋 "See-Through"

Ring Mail	1200
Sprint mail	1900
Cloakroom	12
Amber Cloak	620
Kite Shield	600
Feet Shield Iro	1150
n Sallet Armet	840
Helm	1320
Beret	300
Anklet Leath	800
er Glove Iron	150
Glove	600
Oven mitt	300

9 武器屋「水剣」

Verdant	700
Krishmarld	1400
Fine Saber	700
Waroon Sword	1600
Battle Axe	700
Crescent Axe	1800
Corseca	2400
Rod	10
Gemrod	600

④ Food Shop "Waterfront"

Tuna	240
[illegible]	140
Sardine	100
Squid	50
Octopus	60
Shrimp	160
Chicken	40
Beef	64
Pork	56
Egg	20
Bread	20
Rice	32
Dried laver	16

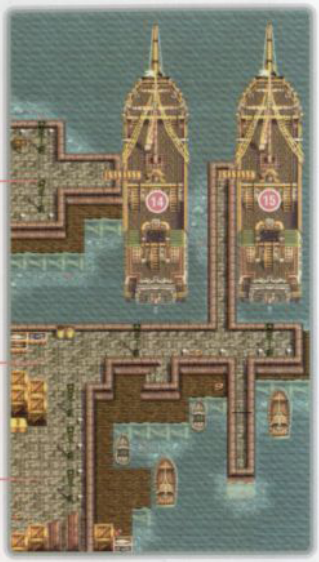
10.11 Mayor's House

12 渡し船

1回	30

13 道具屋 "Malaga Sea"

Apple Gummy	60
Orange Gummy	200
Mixed Gummies	1000
Banasi Bottle	350
Life Bottle	300
Flare Bottle	150
Liqueur Bottle	60
Holy Bottle	80
Dark Bottle H	20
eavy Boots M	1040
antle	20
Leather Mantle	100
Spectacles	10
Pickaxe	150
Rope	100
Talisman	2000
Rabbit Symbol	200
White Sto	5000



14 Ferry to the Island		
ad Western Island	1人	200
Ferry to the Island	1 person	250
Thor's maritime position	1 person	300
15 連絡船		
Alvanista	1人	170

The destinations of the ferry will not be listed until after each originating event has concluded. (See P75, 86, 146)

Port of Venice

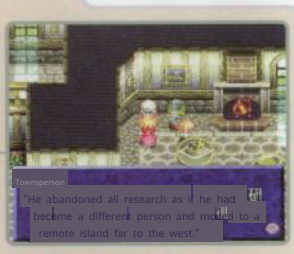
Toward the Isolated Western Island

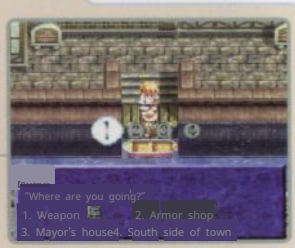
14 City of Venice
CHART 21

Together with Lia, the group visited the port city of Venice in sea rch of Demeter. Unexpectedly, they encountered someone at a pa rty at the mayor's house who knew Demeter's whereabouts.

Demeter's Location

If you talk to the guests at the birthday party being held at th e mayor's house, you'll find they're right in the middle of gossipin g about Demeter. If you listen to the details, it seems Demeter liv es on a remote island to the west. So, the party will head to the remote island to the west, but before that, if you haven't prepare d your equipment yet, you should take the ferry to the weapon s hop and armor shop. In Venice, you have to pay 30 Gald to rid e the ferry to get to the weapon shop and armor shop. If you ha ve less than 30 Gald, you will have to borrow money from the bo atman to ride. You will have to repay the debt the next time you have money when you board. After hearing about Demeter's lo cation, talk to the captain of the left-hand ferry at the port, and h e will take you to the remote island to the west. The right-hand fe rry goes to Alvanista, but the ship will not depart until Lia has fini shed her revenge.





EVENT 15

The Isolated Western Island: Demitel's Mansion

CHART P21

INFORMATION

- Enemies that recover from Water and Earth-based attacks appear.
- Enemies that use Poison and Paralysis attacks appear.

MONSTER

Viber
P330

Bone Knight
P343

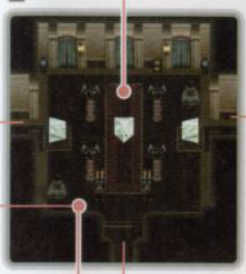
Wraith
P345

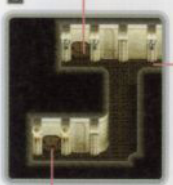
Oakhult
P331
EVENT

Demeter
P337
BOSS

Golem
P334
BOSS

CHECK1





A

CHECK2

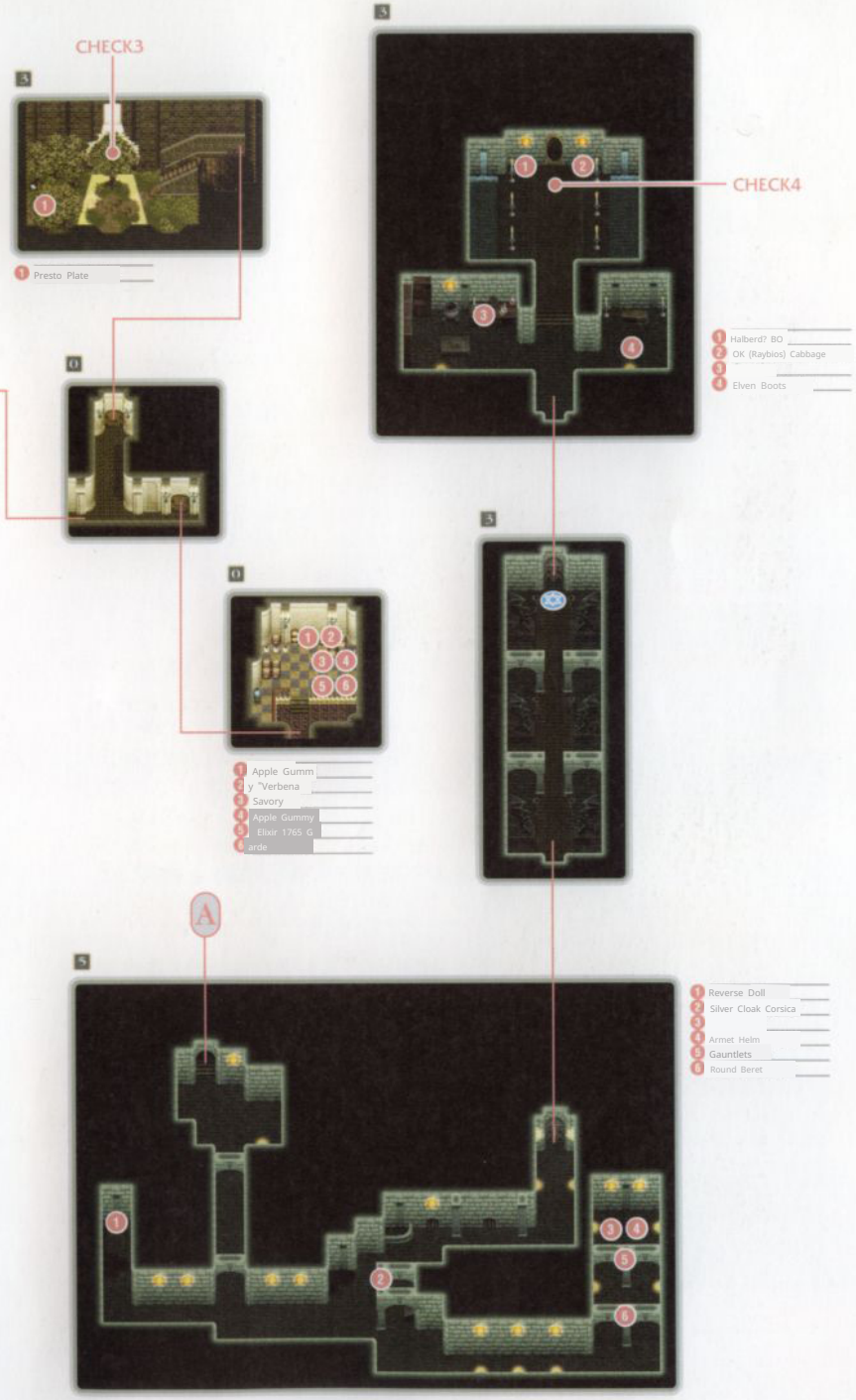
Feel

① Ferry
Free
On board the ferry

Apple Gummy	60
Orange Gummy	200
y Mix Gummy	1000
Banacea Bottle	350
Life Bottle Br	300
ead	20
Rice	32
Dried laver	16

② Mix Gummy
③ ?BOOK (Pin-up Mug)

① Spectacles


CHECK3
CHECK4
A
1 Presto Plate
1 Halberd? 80
2 OK (Raybios) Cabbage
4 Elven Boots
1 Apple Gumm
y "Verbena
Savory
Apple Gummy
Elixir 1765 G
arde
1 Reverse Doll
2 Silver Cloak Corsica
4 Armet Helm
5 Gauntlets
6 Round Beret

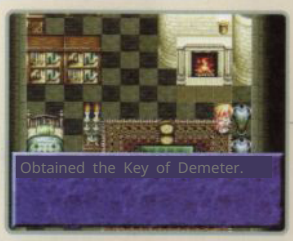
The Magician of the Isolated Island

15 This Demitel's 5 CHART P21

Having traveled to a remote western island, Cress and the others wander through a mansion filled with traps in search of Demeter. Confronting Demeter in a hidden laboratory, the group hears unexpected words from his mouth.

Use the "Key of Demeter" to go to the courtyard

If you enter Demitel's Manor and proceed down the left passage, there are two rooms. The lower left room is Demitel's study. Examine the pot on the right side of this room to obtain the "Demitel Key." Also, "Savory" and "Feet Shield" are placed there, but these two are linked. On the other hand, "Savory" is in the upper left room, but this is linked to the "Pressure Plate" in the courtyard, and you can only take one. Once you obtain the "Demitel Key," CHECK! Exit the right passage and head to the courtyard.



It's easy to miss, but in the first floor of Demitel's Manor, where monsters don't usually appear, only the courtyard has the Viver enemy. In fact, you can only encounter this enemy here, so be careful if you're aiming to complete the monster encyclopedia. In the courtyard, there is a large tree at CHECK3. If you examine it four times, it turns out to be an Oakhロット and you will battle it.

Defeat Oakhロット

To make this battle easier, lower Mint and Claus's positions in the formation as much as possible before examining the tree. Then, if you issue a Stay command at the start of the battle, the enemy's attacks will be less likely to reach them, ensuring complete defense. To easily defeat the two Oakhロットs, focus your attacks. Claus casts Sylph on the enemy in the foreground, and Cress attacks with Autumn Rain. If Mint casts Pico Hammer in between healing, it will be even more advantageous. If you are exhausted after the Oakhロット battle, return to the ferry and recover in bed.

From the back left cabinet in Demitel's study, a slip of paper reading "Sorry, you lose..." is found. The Super Famicom version of the "Demitel Key" was located here, so longtime fans will be disappointed. Considering the effort required to obtain it, let's get the "Savory".

Oakrot: Only appears in this location worldwide, and only during an event.

No. Completionists aiming to fill the Monster Guide should take note.

Prism and Hidden Staircase

Return to "CHECK" and open the central curtain to let light into the room. In this state, refracting the prism's light in a certain direction will reveal the hidden staircase at CHECK2. Rotate the left prism downwards, the central prism upwards, and the right prism upwards.

Battle with Dhaos

Descend the hidden stairs and proceed to the underground passage to collect items. Be careful, as all the items are linked in some way. Also, there's a message engraved on the stone tablet that seems meaningful, but it doesn't do anything in particular.

Before the battle with Dhaos, placing 3 people in the front of the formation will make it harder for the enemies in the rear to interrupt Klarth and Mint's spellcasting.

When you go to CHECK4, Dhaos is there, but you won't immediately fight. He claims that Leia, who is with you, is a fake. After this, you will have the choice of believing Dhaos or believing Leia, but the story doesn't change regardless of which you choose.

As soon as the battle begins, have Klarth cast Sylph on the golem in the rear, and Mint cast Picohammer on Demitel. Cress should attack the golem in front with Spread.

After this, Klarth should continue casting Sylph until the wraiths and golem in the rear are defeated. After Cress defeats the golem in front, he should attack the wraiths, and finally Demitel. At this time, it's best to use Spread to attack the golem and Demitel, and Tiger Blade to attack the wraiths. Mint should continue casting Picohammer on Demitel to interrupt the enemy's spellcasting.

If Summon Demon is cast, the damage will be significant, so don't try to heal it with magic alone. Everyone should use an "Apple Gel" for first aid, and then use Mint's magic.

Rune Bottle Farming

Wraiths that appear underground sometimes drop valuable "Rune Bottles" when defeated. Once you've recruited Arche as a companion and collected spells, come back to farm "Rune Bottles" while also collecting "Halberd" and "Rayber Ionis".

Links: "Silver Cloak" and "Reverse Doll", "Round Beret" and "Corsesca", "Gauntlet" and "Armet Helm" are linked respectively. If you take one, go to CHECK4, or if you leave this floor, the other will disappear.

Rune Bottle: Fighting while using the ferry's beds is a great way to increase Cress's Mystic Arte acquisition rate and level up Arche.

Arche and Lia

16 ローンヴァレイ
CHART P.21

Arche lent her body to her deceased best friend until she could avenge the injustice of being killed by Dhaos. Returning to Lonevaley, where her father, Bart, awaited, she announced that she would accompany Cress and the others.

Arche joins the party.

After defeating Demitel, you will automatically return to Loan Valley, and Arche, who has returned to her original self from Lia, will join your party. As thanks for helping Arche at this time, you will receive the "Aquamarine" and "Ruby" contract rings. Also, be sure to enter the cabin and talk to Part to receive "Channeling".

Collect spellbooks.

Arche, who just joined the party, can only cast a few types of spells, and the ones she can use are weak, so she won't be able to play an active role in battle as she is. Therefore, before heading to Alvanista, let's go collect spellbooks from various locations.

Head south from Lonevally to Krath's house in Euclid, and you'll find the Stone Blast spellbook on the bookshelf in the upper right room of the house, and the Ice Tornado spellbook on the bookshelf in the lower right room. In Beladam, you can get the Cyclone spellbook by talking to Lanius. However, you must have heard from the mayor of Venice that Lanius is his brother. In Venice, you can purchase spellbooks in a private house next to the Riot Import Company. The prices are 200 Gald for Lightning and 1000 Gald for Storm. Among these spells, Cyclone is the most powerful. With this spell alone, Arche can be expected to be the party's number one asset until the middle of the game. After collecting the spellbooks, it's a good idea to earn "Rune Bottles" in the basement of Demitel's Manor, both to level up Arche and to recover any items you may have missed.

Item Retrieval: The "Halberd" and "Labor Ionis" that are dropped in Demitel's Manor cannot be obtained until after Demitel is defeated. However, defeating Demitel will instantly return you to Lonevally, so you must take the ferry back to the western isolated island and go to the deepest part of the manor to retrieve them.

Daos's sinister hand creeps closer

EVENT 17 船上
CHART P22

Having added Arche, who avenged Lilia's regret, to their party, the group sets sail for Alvanista. However, as the ferry advances under the gentle s unlight, Daos's sinister hand suddenly approaches.

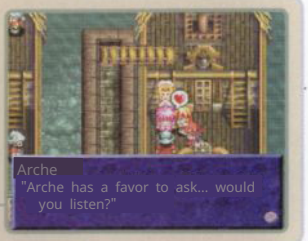
MONSTER

Meia
P344
BOSS

INFORMATION

From Venezia to Alvanista

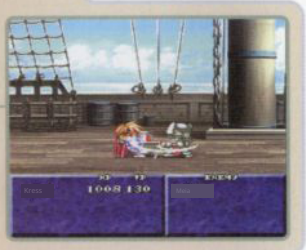
If you talk to the captain of the ferry on the right side of the ships docked at the port of Venezia, the service to Alvanista will resume. However, if you have not defeated Dhaos, the ferry service will not resume.



On board, you will meet the swordsman Meia, who is also heading to Alvanista. Cress and the others have dinner with Meia, and in particular, Claus becomes close to him over drinks. Here, Meia reveals information that the prince of Alvanista is already being manipulated by Dhaos.

Manipulated Meia

Waking up on the ship the next morning, Cless is suddenly attacked by Meia. Cless barely manages to escape, but when he tries to chase after Meia, Klarth and Arche are hungover, and Mint is seasick and retires. He has no choice but to chase after Meia alone and fight her one-on-one. Talk to Meia on the deck to start the battle, so equip the best weapons and armor you have before that.



Meia swings her sword wildly, but guard against this attack with a button and then immediately unleash Tiger Teeth Demon Slash. If you repeat this, you can defeat her without being stunned. After the battle, Meia breathes her last. He was being manipulated by the henchmen of Dhaos because he knew too much.

Sake. Not only Krass and Meia, but Arche also actively participates in evening drinks. Arche, who has turned into a mere drunkard, entertains us with various ramblings in her sleep, and eventually even earns the title of "heavy drinker." To be a heavy drinker at 17, Arche is quite precocious, but she insists that it doesn't matter because she's a half-elf.

EVENT 18

Alvanista, the Capital City.

CHART P22

INFORMATION

Enemies that recover from attribute attacks appear

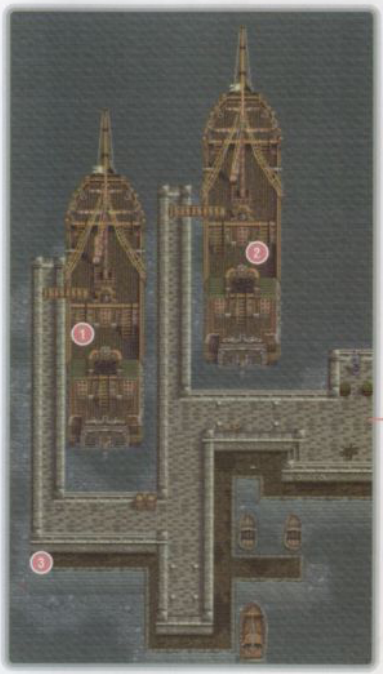
MONSTER

Jamil P335 BOSS

Arknights P329 BOSS

SUB EVENT

Nancy and Elvin 228 P
Private Trade P228
Sakuraba's Piano P229
Stone Removal Game P229
Alvanista Memorial Race P230
The Wonderful World of ste P242
Secret Art Acquisition P244
Spell Learning P246



Alvanista Port

To the field

① Contact 船

Venice 1 person	170

② 連絡船

Belladonna 1 person	60

③ Treasure Chest "Lavender"

⑤ Private House

6 Super "Overeater"

Chicken	40
Beef	64
Pork	56
Carrot	150
Cabbage	40
Potato	250
Apple S	40
trawberr	220
y Banan	190
a Tuna	240
	140
Sardin	100
e Bread	20
Dried laver	16

⑥ 宿屋 anista Inn"

1泊	60

薬局

① "Hoodoonia cordata" Ap

ple Gummies	60
Orange Gel	200
Mixed Gummies	1000
Banasi Bottle	350
Life Bottle	300
Flare bottle	150
Liqueur Bottle	60
Holy Bottle	80
Dark Bottle	20
Rune Bottle	3500
Spectacles	10

Undergr 鼠賊者 Guild "Panic"

防具屋 "Lime"

Sprintmail Brea	1900
stplate	3600
Amber Cloak Silv	620
er Cloak Kite Shi	2500
eld	600
Feet Shield Iro	1150
n Sallet Armet	840
Helm Anklet	1320
	800
Round Pellet Bl	1420
ue Ribbon I	840
ron Glove	600
Gauntlets	1200
Oven mitt	300

⑨ Weapon Shop "Lime"

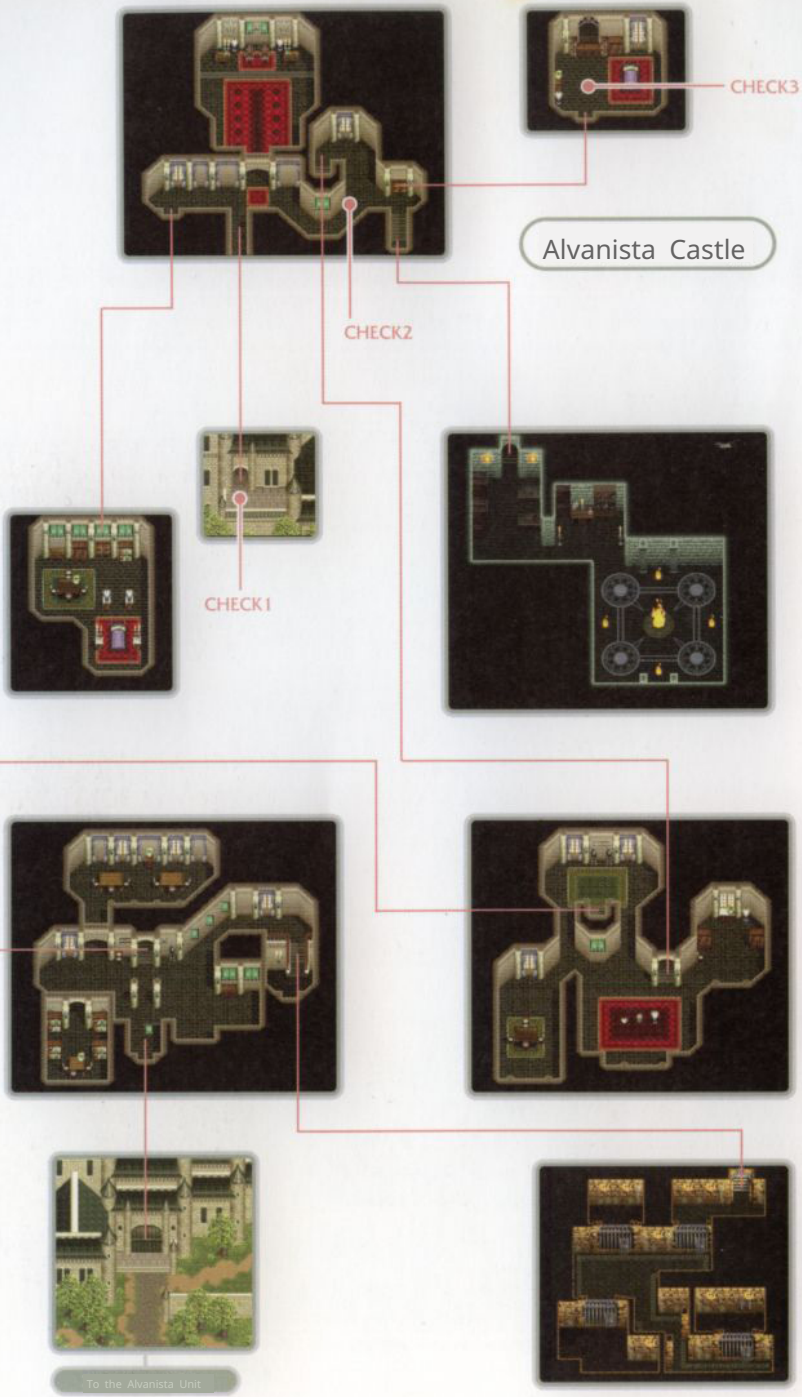
Verdant	700
Krishmarld	1400
Fine Saber	700
Waroon Swor	1600
d Crescent Ax	1800
e Bardiche	2980
Corseca	2400
Halberd	4000
Gemrod	600
Ruby Wand	1240

⑩ Online Room

⑪⑫ 道具屋 "Calendar"

Heavy Boots	1040
Leather Mantle	100
Seize Mantle	2000
Pickaxe	150
Rope	100
Talisman	2000
Balalaika Check	27200
Poison Check	6200
Rabbit Symbol	200
White Mist F	5000
eet Symbol	7200
Holy Symbol	100000
Misty Symbol Si	674100
lver Cave	3030

Alvanista, the Capital City.


CHECK3
Alvanista Castle
CHECK2
CHECK1
To the Alvanista Unit

Hidden in the darkness

EVENT 18 Alvanista, the Capital City
CHART P22

Learning that the prince of the Alvanista Kingdom is being manipulated by Dhaos, the party infiltrates the royal castle under the cover of darkness. They manage to slip past the guards and enter the prince's room, but...

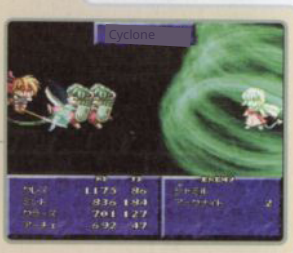
To the Prince's Room

Once you arrive in Arvaniista, visit each shop to upgrade your equipment before heading to the inn. It's best to enhance your armor in particular and be fully prepared before going to the inn. When you stay at the inn, a strategy meeting will be held to discuss rescuing the prince, and you'll have to decide whether to storm the castle. If you're ready to go to the castle, choose "Yes"; if not, choose "No." If you don't go, it will simply be morning. If you leave the inn and stay again, you'll be asked again whether you want to go to the castle. Inside the castle, you'll proceed from CHECK1 to CHECK3, but if you're spotted by the guards in the passage, you'll be forced back to CHECK1. To move without being seen by the two guards, dash from CHECK1 as soon as you enter the area and switch screens to CHECK2 before the first guard appears. For the second guard, dash horizontally from CHECK2 the moment they disappear from the screen.

Does it sneak into the heat?

Battle with Jamil

Upon entering CHECK3, you will fight one Jamil and two Arc Knights. Arche should continuously cast Cyclone on Jamil, and Claus should continuously cast Sylph to defeat him. Cress should use Tiger Fang Destruction to hold the Arc Knights in place while attacking them together. At the same time, Mint can easily defeat the Arc Knights by casting Acid Rain or Pico Hammer on them.

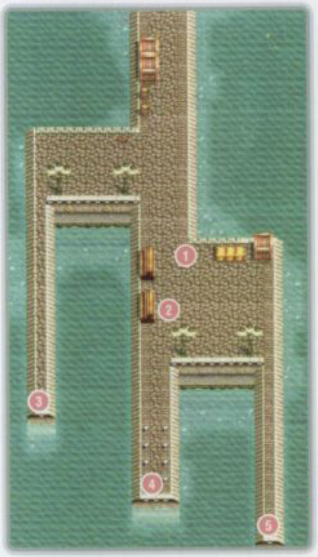


After Kress and his friends are granted an audience with the king and receive items as a reward for rescuing the prince, they receive a Moria Mine entrance permit at the town's adventurer's guild, "Panic."

Jamil recovers HP when receiving dark-attribute attacks. If Cless is equipped with the dark-attribute weapons "Rayionis" or "Necronomicon", it's a good idea to carefully exchange them for other weapons. Item: The "Black Onyx" dropped by Jamil can be changed into a "Moon Crystal" with a "Rune Bottle" and equipped on Arche. Let Cless equip the "Gungnir" he received as a reward.

Port 1

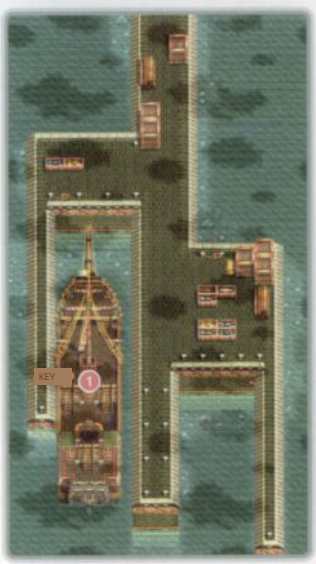
Port 1, Northeast of Belladum



1 Life Bottle Be
2 ef Spec
3 tacles Feet Symb
4 ol Elixir
5

Port 2

Port South of Moria Mines



① Ferry
Frayland 120

Hong Kong 3

—West Port of Olive Village—

1 Alvanist
a Ferry — 120

Before a Spreading World

CHART —

After rescuing the prince in Alvanista, the party decides to travel the world to gain the help of the spirits and pursue the spirit lore scattered throughout the lands.

Moria Mines can wait

To obtain the ring necessary to form a pact with the powerful spirit Luna, you would normally head to the Moria Mines. However, unless you have obtained the Sorcerer's Ring and formed pacts with the three spirits Ifrit, Gnome, and Undine, you will not be able to fulfill your original purpose in the deepest part of the mines. If you venture in at this stage, you will have to turn back halfway, so let's postpone exploring the Moria Mines and make pacts with these spirits first.

Order of Pacting with Spirits

The order in which you make pacts with the spirits doesn't matter. However, considering that the starting point is Alvanista and the endpoint is the Moria Mines, visiting Gnome, Undine, and then Ifrit is reasonable in terms of the convenience of the ferry, efficiency, and the strength of the enemies that appear.

EVENT 19A

Spirit Cave

CHART P23

INFORMATION

- Enemies that recover from Water and Earth-based attacks appear.
- Enemies that nullify Fire, Water, Lightning, and Light attribute attacks appear.
- Enemies that use poison attacks appear.

MONSTER

Green Roper
P332

Black Bat
P341

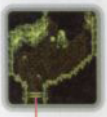
G. Toad
P346

Clay Idol
P333
EVENT

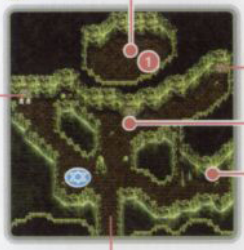
Gnome
P339
BOSS

SUB EVENT

Spell Learning P246



CHECK7

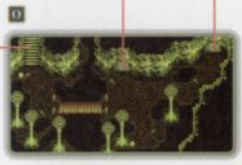


CHECK6

CHECK5

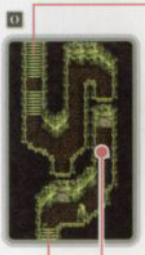
1 Grape

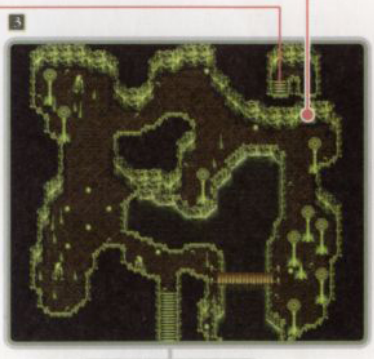
CHECK4



CHECK1

1 SWORD Slayer Sword only when "Otakara" is entered as the keyword.





CHECK3

CHECK2

To the field

Lost Clay Idol

19A Spirit Cave

CHART P23

The Spirit Cave, visited to make a contract with the Gnomes, was inhabited by mysterious creatures called Clay Idols. Cless and his friends are at the mercy of their selfish and assertive nature.

Preparations Before Heading to the Spirit Cave

Before heading to the Spirit Cave, purchase the Tractor Beam and Thunder Blade at the Magic Laboratory in Alvanista Castle. You should also buy the secret word from Sakuraba at the Adventurer's Guild. You won't be able to proceed to the depths of the Spirit Cave without knowing this. Once you're prepared, board the ferry to Beladam at Alvanista Port.

Spirit Cave

Once you arrive in Beladam and are out in the field, rotate the map so that the south direction on the L and R buttons is facing up. Otherwise, you won't be able to see the entrance to the Spirit Cave, which is hidden by the mountainside. Once you enter the cave, you will be prompted for a key word at "CHECK". Enter "Yochiida" to open the door.

After talking to the lost Clay Idol at CHECK2, lead it to CHECK4. Conversely, contacting the Clay Idol around CHECK3 will trigger a battle. Once you guide the lost Clay Idol to CHECK4, it will leave with its companions, so head to CHECK5 next. Pressing the switch here will sound an alarm, and the Clay Idol guarding CHECK will rush over. During this time, head to CHECK7 and fight the Gnome. The Gnome will not split or attack unless you get within a certain distance, so before the battle begins, make sure to move all 4 members of your party to the back in the formation. Once the battle starts, everyone should stay put and Arche should continue casting Thunder Blade. This way, you can defeat it without taking any damage.

If you enter "OTAKARA" before entering the secret word "YOCHIIDA," a treasure chest containing the "Slayer Sword" will be placed in the cave. The Super Famicom version's secret word "KIKURIN" is recognized, but nothing happens.

Clay Idol: In battle, it can only be damaged by Arche's Tractor Beam. It will no longer appear after the Gnome battle, so use "Spectacles" here if you aim to complete the monster guide. The Clay Idol in CHECK5 will appear endlessly even if defeated.

EVENT 19B

Secluded Island of the North Sea - Eroded Cave

CHART P23

INFORMATION

- Enemies that recover from Water-attribute attacks appear.
- Enemies that nullify Fire-, Water-, Wind-, and Light-attribute attacks appear.
- Enemies that use Paralyze attacks appear.

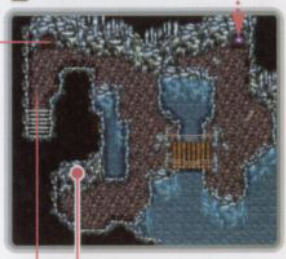
MONSTER

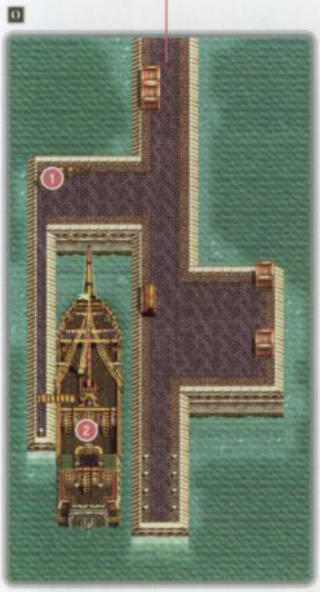
Sea Slug
P335

Squid
P336

Starfish
P336

Undine
P331
BOSS

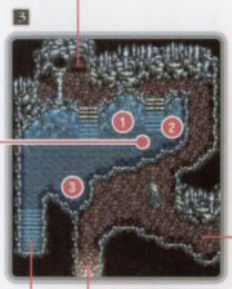




1 L Blue Ribbon

22 Ferryboat "Sailor"

Apple Gummy	60
Orange Gumm	200
y Mix Gummy	1000
Banasi Bottle	350
Life Bottle	300
Bread	20
Rice	32
Dried laver	16
Free	

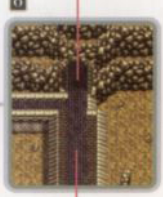


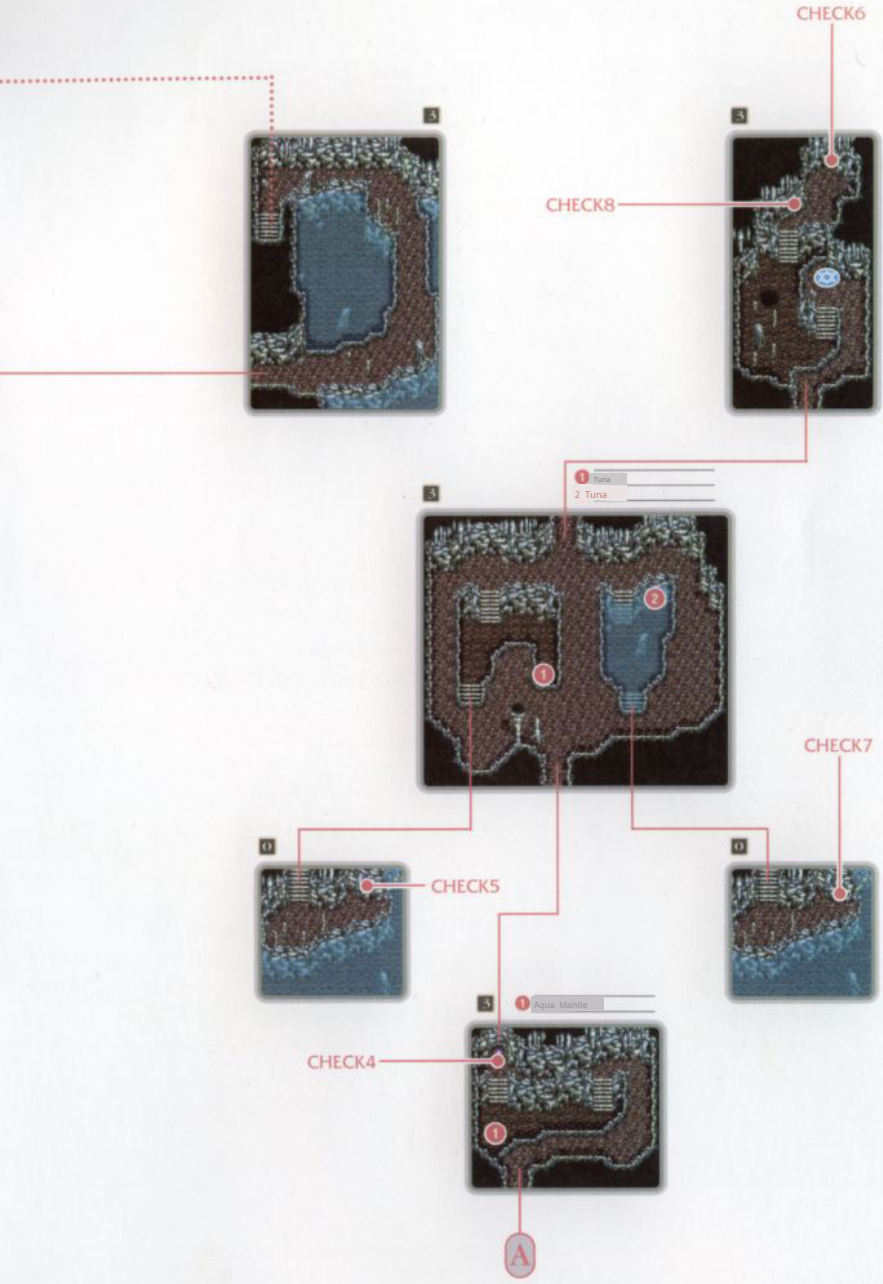
1 Orange Gum
2 my Charm Bottl
3 e Spectacles

CHECK3

1 Rune Bottle

To the field



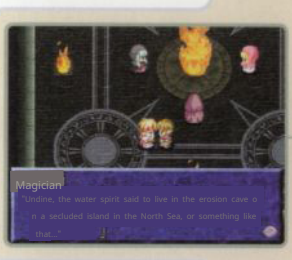

CHECK6
CHECK8
1 Tuna
2 Tuna
CHECK7
CHECK5
1 Aqua Mantle
CHECK4
A

Water blocks the way

EVENT-19B

CHART P23

In the erosion cave visited to contract with Undine, water traps were set up to block intruders. The group used levers and switches to open up a path.


Magician
"Undine, the water spirit said to live in the erosion cave on a secluded island in the North Sea, or something like that..."

How to Get to the Erosion Cave

The only way to get to the Erosion Cave is by ferry from Venezia. Let's ask the ferry captain who helped us when we went to the isolated western island and to take us there. However, unless you hear information about the Erosion Cave at the Arvanista Magic Laboratory, even if you talk to the captain, the destination will not come up.

What's the best equipment?

Before entering the Erosion Cave, I recommend equipping everyone with two "Aqua Mantles" each. When equipped, one mantle nullifies Water and Wind attribute attacks by 30 percent, and two mantles nullify them with a 60 percent probability. Enemies appearing in the Erosion Cave frequently use Water attribute attacks, so simply equipping these will make battles significantly easier.

For Cless's weapon, it's good to equip the "Slayer Sword" obtained in the Spirit Cave. It has high attack power and can deal significant damage to enemies. If you don't have it, use "Gungnir" as a substitute. In the Erosion Cave, you must not equip the Water attribute "Fame Face." Attacking with it will heal Water attribute enemies.

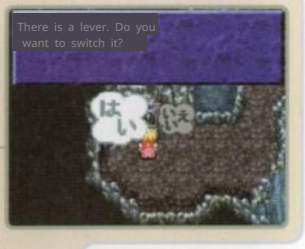
Effective spells against enemies in the Erosion Cave

Many enemies in the Erosion Cave are weak to Thunder, so utilize the Thunder Blade spell during combat. If you have contracted with Ifrit in the Scorching Sands Cave before going to the Erosion Cave, using Ifrit frequently is also a good strategy. It's extremely effective with Fire attribute.

Aquamant: An accessory created by transforming a "Leather Mantle" with a "Rune Bottle." There is one in a treasure chest within the cave, so if you make all 7, you can distribute 2 to each character. However, "Rune Bottles" are expensive, so if you have little money, it is sufficient to equip each character with just one.

Lever Switching

In the Erosion Cave, water flows through the passages in several places, blocking your path. The basic mechanism is to use levers to divert this water to other locations, allowing you to proceed. To move the water at CHECK1, switch the lever at CHECK2. Next, return to CHECK1 where the water has receded, descend, and press the switch at CHECK3. This switch opens the door at CHECK4, but the path to the door is flooded. Therefore, return to CHECK2, switch the lever again, and then head to CHECK4.



How to Summon a Spirit

The desired Undine can be found in the room with the Memory Array at the deepest part of the Erosion Cave, but she is not there from the beginning. To summon Undine, you must open a hole in the floor of this room and pour water into it.

The switches to open the hole are located at CHECK5 and CHECK7. First, go to CHECK5, which is not blocked by water, and press the switch. Then, switch the lever at CHECK6 to move the water. Next, press the switch at CHECK7 to complete the preparations for summoning Undine. Save at the Memory Array and then go to CHECK8 and switch the lever. The floor below will be filled with water, and Undine will appear from within.

Undine Battle Strategy

The enemy formation consists of 1 Undine, 2 Squids, and 3 Sea Slugs, which is a large number of monsters for a boss battle. At the start of the battle, Cress should continuously attack the enemies in front with Tiger Fang Destruction, preventing them from advancing. Claus should target the Squid on the left side of the screen and cast Sylph until it is defeated. Arche should target the Sea Slug on the left side of the screen at the start of the battle and cast Thunder Blade to defeat it, making it less susceptible to attacks from behind. From then on, continue casting Thunder Blade on Undine. Mint should cast Pico Hammer on Undine to interfere with her actions. If you are hit by Undine's Ice Tornado or piercing attacks, use "Apple Gels" or other items for first aid, and then heal with magic.

Piercing Attack: A technique that unleashes a crescent-shaped shockwave to inflict damage. However, both this technique, frequently used by Undine, and Ice Tornado can be mostly nullified if everyone equips two "Aqua Mantles" each, so there's no need to worry about them.

Olive Village

SUB EVENT

Treasure Chest at the Tool Shop P231
The Wonderful World of Taste P242

① Tenderloin

Heavy Boots Le	1040
ather Mantle S	100
heepskin Mantle	2000
Talisman	2000
Balalaika Check	27200
Poison Check Ra	6200
bbit Symbol Whi	200
te Mist Feet S	5000
ymbol Attack Sy	7200
mbol	10000
Holy Symbol, M	100000
ysty Symbol, Silv	674100
er Cave	3030

"Yago-chan"

Apple gummy	60
Orange Gel	200
Mixed Gummies	1000
Banasi Bottle	350
Life Bottle	300
Flare bottle	150
Liqueur Bottle	60
Holy Bottle	80
Dark Bottle	20
Spectacles	10

Yago-chan" Warehouse

Pretty Mittens	50000
Mithril Mesh	55000
Moon Falx Mith	60000
ril Plate	65000

② 00 Gald"

"Garlic"

Verdant	700
Krishmarid	1400
Fine Saber	700
Waroon Swor	1600
d Crescent Axe	1800
Bardiche	2980
Corseca	2400
Halberd	4000
Gem Rod Ru	600
by Wand Spi	1240
int Mail	1900
Presto Plate Am	3600
ber Cloak Silver	620
Cloak Kite Shield	2500
	600
Feet Shield Iro	1150
n Sallet Armet	840
Helm	1320

Anklet Round	800
Beret Blue Ri	1420
bbon Iron	840
Glove Gauntlet	600
	1200
Kitchen mitt d	300
eck brush	600

6 burg steak"

	84

Grocery Store "Sirloin"

Chicken	40
Beef	64
Pork	56
Egg	20
Bread	20
Rice	32
Spice	240
Pasta	60
Milk	30
Cheese	40
Carrot	150
Potato	250
Onion	210
Apple	40
Pineapple	430

① Mixed Gummies

Desert Rest Stop

Olive Village C

HART-

For adventurers who must cross the desert, Olive Villa ge is a true oasis. The party heading to the Scorchin g Sand Cave also takes a break here.

Midway Point for Desert Crossing

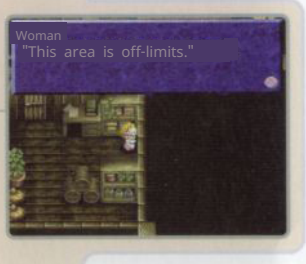
Olive Village is used as a stopover on the way to the Sc orching Sands Cave and Midgards. It's a good idea to rest at the inn and replenish any missing items.

General Store Warehouse

The general store "Tenderloin" has a hidden passage that leads to a warehouse. There are four treasure chests here, containing powerful weapons and armor. However, you shou ldn't just take these without thinking. After you take the ite ms, the shopkeeper will come and demand payment. If you have enough money to buy everything, there's no problem, but if you don't have enough, you'll have to return the item s. One thing to be careful of is that once you enter the war ehouse and leave the store, you won't be able to enter the warehouse again. Therefore, if you want all four items, you'l l need to bring a large sum of 230,000 Gald. You probably won't have enough money to buy all four at this point, so narrow down your target and buy accordingly. The one you definitely want to get is the "Moon Falx," which has light att ribute and high attack power. Having this will make the batt les in the Morlia Gallery, where there are many dark attribut e enemies, easier. If you don't have enough money, sell the useless "Labor Ionis" to purchase it.

Before Leaving the Village

Talk to the cook in the food shop to learn how to make P oire. Also, there are 2,600 Gald dropped in the alley next to t he tool shop. You can use it to help buy the "Moon Falx".



Equipment exclusive to Klaus in Layered Ionis. It can be obtained from a treasure chest in the Hall of Demeter and after the Undine battle. At first glance, its high attack power see ms promising, but since it's a dark attribute weapon, it often heals monsters, making it a disappointing weapon. Selling it yields 26000 Gald, so that's a plus.

EVENT 19C

Cave of Scorching Sands

CHART P23

INFORMATION

- Enemies that recover from Fire and Wind attribute attacks appear.
- Enemies that use poison attacks appear.
- The "Sorcerer's Ring" is required to clear.

MONSTER

Other
P328

Will-o'-the-Wisp
P330

Dragon Knight
P338

Burning Dead
P340

Ifrit
P329
BOSS

SUB EVENT

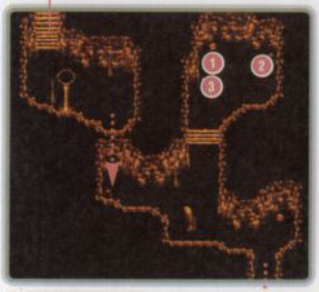
Spell Learning
P248

1 Feat Symbol
2 ?AXE Strike Axe) Savo
3 ry
4 7650 Gald
5 Orange Gel

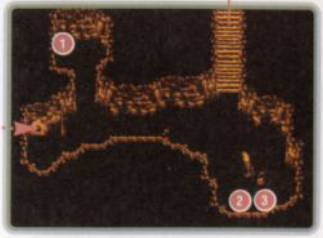
1 Eruption

1 Charm Bottle S
2 pectacles

To the field



1 1,000 Gald
2 Magma Key
3 Mixed Gummies



1 Sorcerer's Ring Talis
2 man Resist
3 Ring

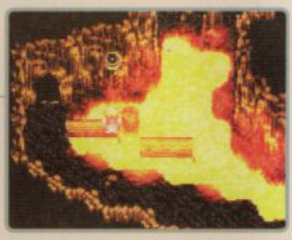
Ring of Scorching Heat

19C 洞窟 CHART P23

A ring sleeps in a cave adorned with flames. At this time, no one knew that this ring, which would lead them to Ifrit, possessed the power to overcome many difficulties.

Preparations

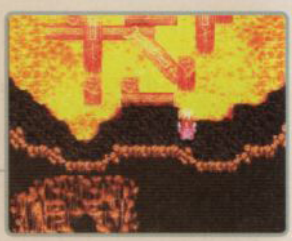
Buy four "Silver Capes," use "Rune Bottles" to transform them all into "Princess Capes," and equip Mint and Arche with two each. Also, equip Cress and Claus with two "Flame Mantles" each to completely counter the fire-based attacks frequently used by enemies in the Cavern of Heat and Sand. For Cress's weapon, it's good to equip either the "Moon Falx" or the "Slayer Sword."



"Sorcerer's Ring" and "Magma Key"

Once you enter the cave, go down the stairs on the right. From there, proceed left along the wall to obtain the "Sorcerer's Ring" from the blue treasure chest, and then return to CHECK1.

The switches at CHECK1 and CHECK2 are for opening the doors nearby. Although they are out of reach, you can activate the switches with sparks from the "Sorcerer's Ring." After obtaining the "Lava Key" by going through the door opened by the switch at CHECK1, use it to open the door at CHECK3. You cannot pass through CHECK4 because the entire floor is covered in lava, but if you shoot the pillars on the left and right with the "Sorcerer's Ring," they will fall and become a bridge.



Counter Ifrit with Undine.

At CHECK5, if Cress attacks with Tiger Blade, Kratos uses Undine, and Arche casts Thunder Blade, Ifrit can be easily defeated.

Princess Cape: Equipping one grants a 50 percent chance to nullify Fire-element attacks, and equipping two grants a 100 percent chance. Female-exclusive armor. This makes you invincible against Ifrit's attacks.

Flame Mantle: It's good to use a "Rune Bottle" on a "Mantle" to transform it. Equipping one grants a 30 percent chance to nullify Fire-element attacks, and equipping two grants a 60 percent chance.

Sorcerer's Ring: When someone in the party equips this item, sparks will fly when you press the □ button.

EVENT 20

Moria Mines

CHART P23

INFORMATION

- Enemies that recover from Water and Dark elemental attacks appear
- Enemies that nullify elemental attacks appear.
- Enemies that use Poison, Paralysis, Petrify, and Sleep attacks appear.
- Fire, Water, Wind, and Earth Spirits, and the "Sorcerer's Ring" are required to clear.

MONSTER

Vampire Bat P330

Winged Devil P330

Ogre P331

Oak Jelly P331

Cave Spider P333

Caveman P333

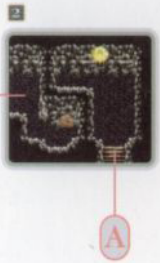
Size: Hound P333

Belladonna P342

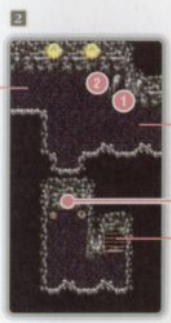
Hell Master P342

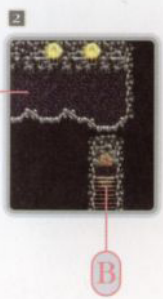
Maxwell P343 BOSS

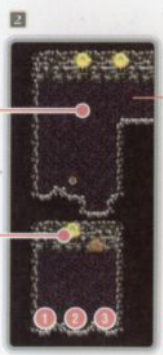
Basement 1



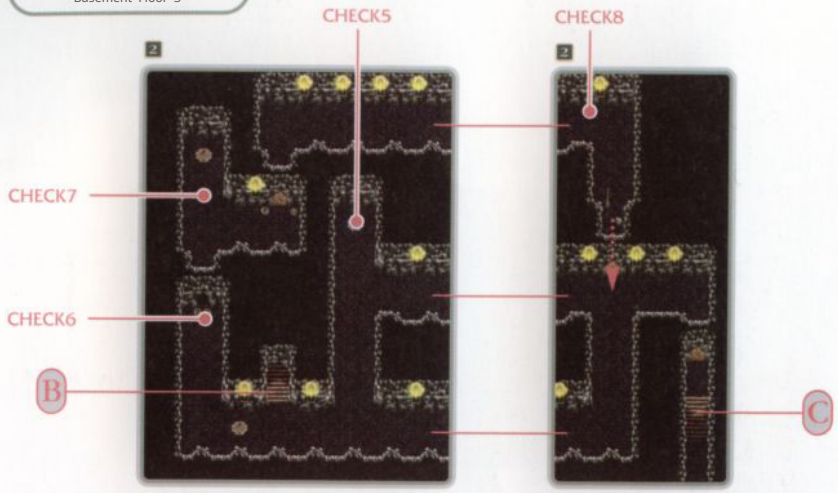
Basement Level 2



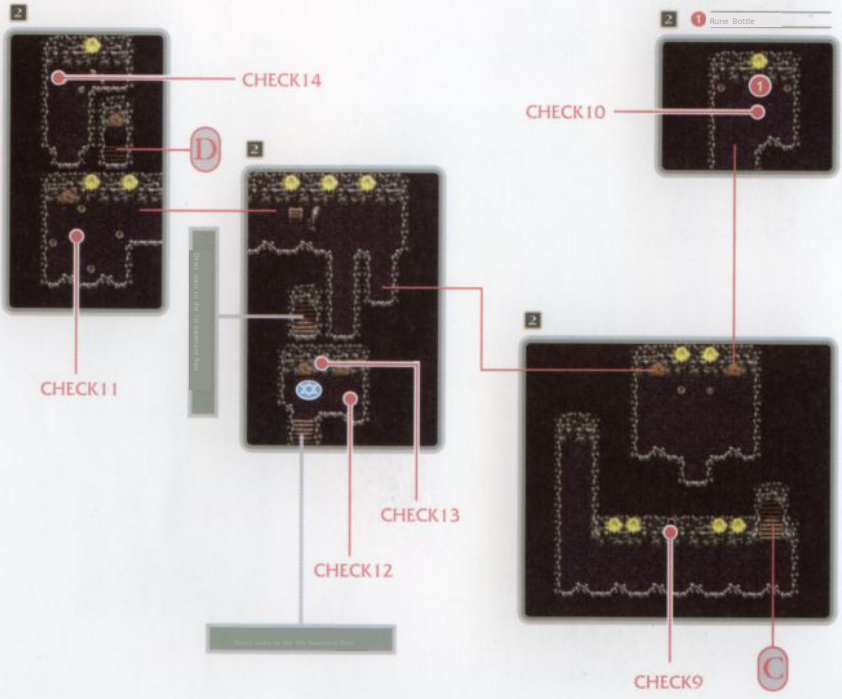




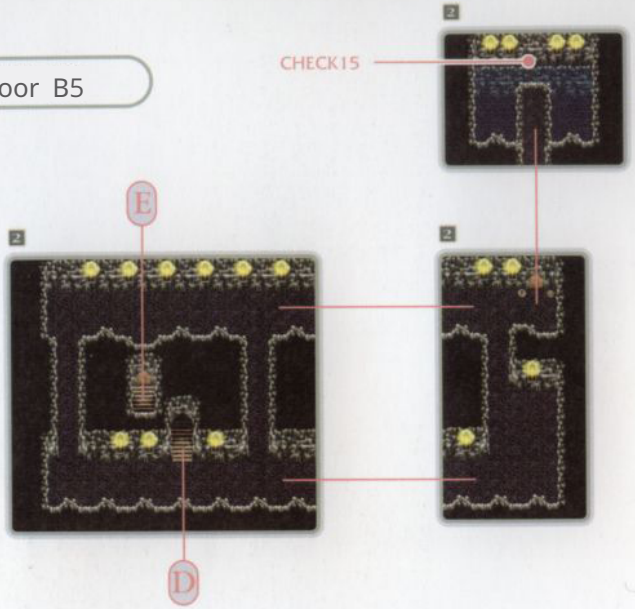
Basement Floor 3



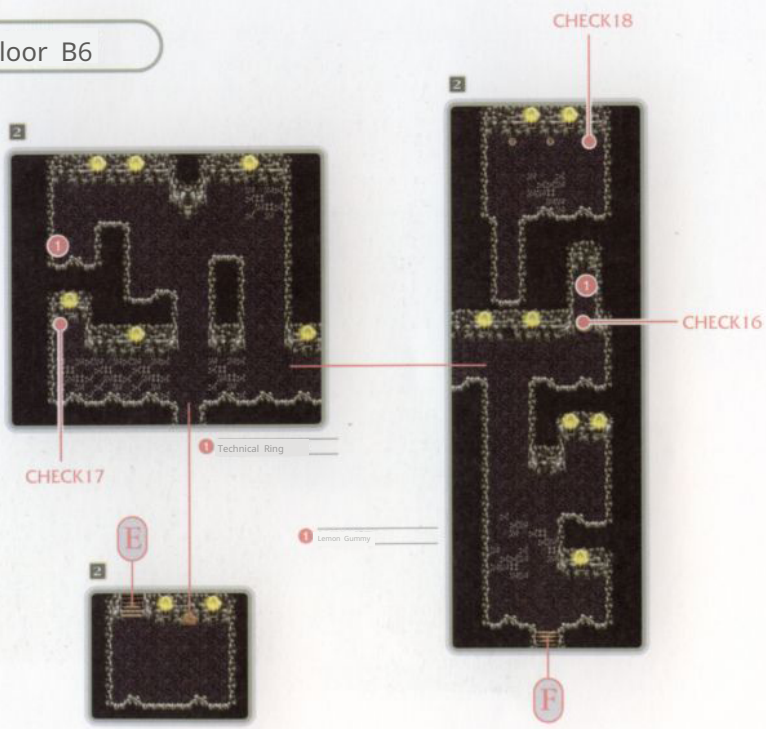
Basement Floor 4

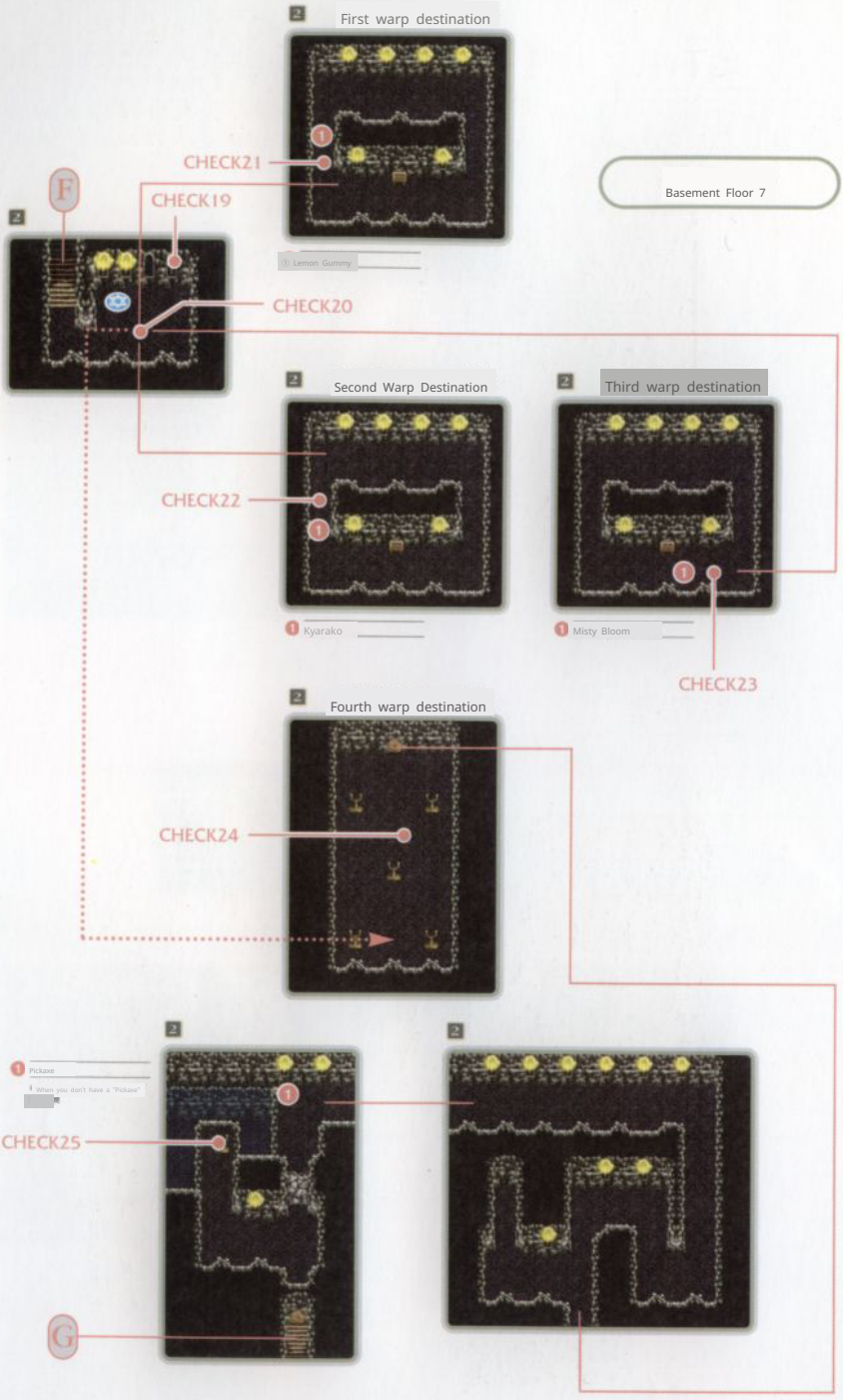


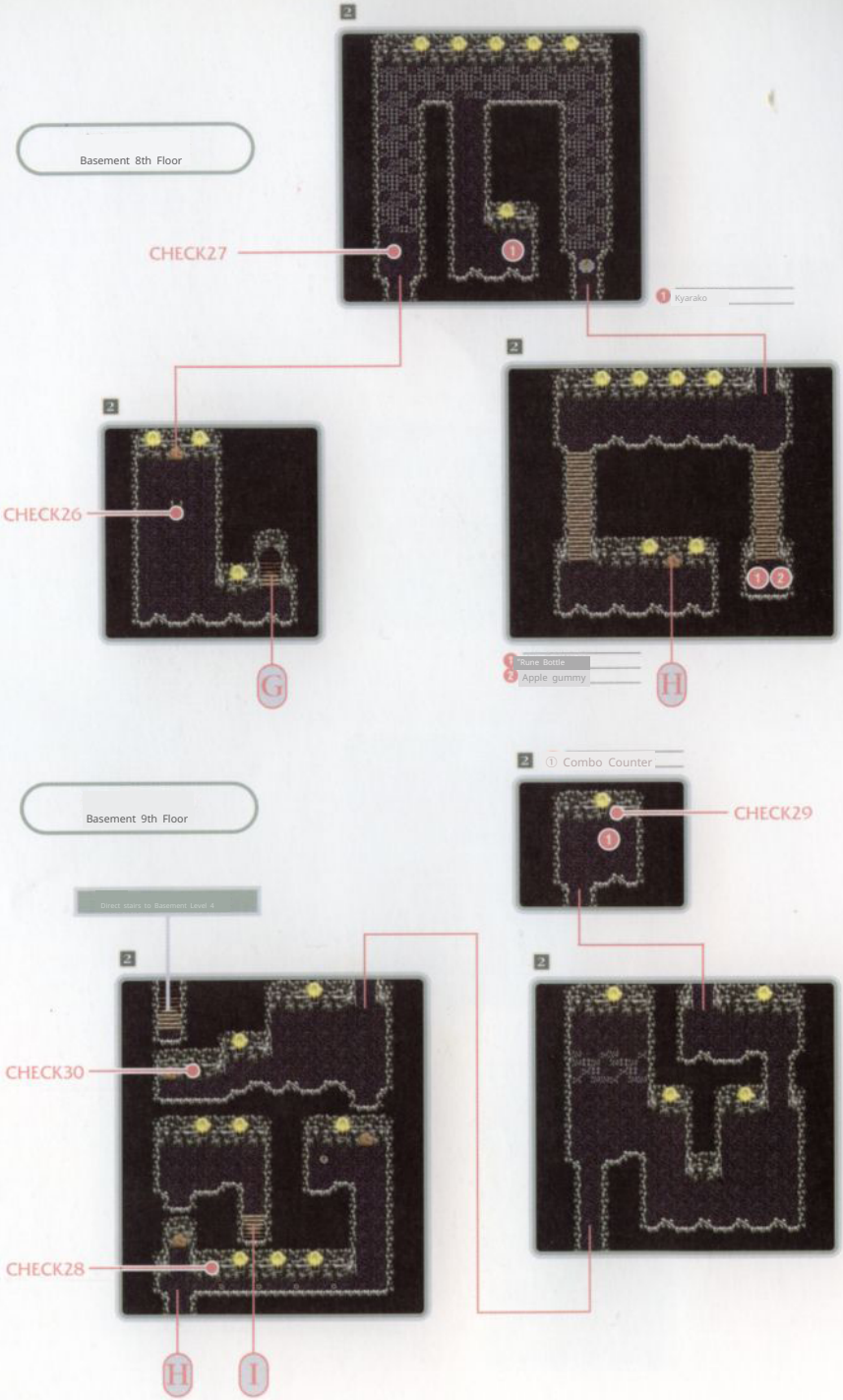
Floor B5



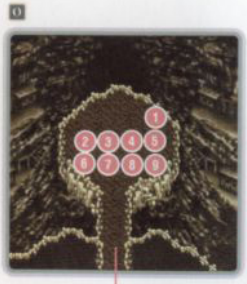
Floor B6




First warp destination
CHECK21
CHECK19
F
Basement Floor 7
① Lemon Gummy
CHECK20
Second Warp Destination
Third warp destination
CHECK22
① Kyarako
① Misty Bloom
CHECK23
Fourth warp destination
CHECK24
① Pickaxe
† When you don't have a "Pickaxe"
CHECK25
G


Basement 8th Floor
CHECK27
1 Kyarako
CHECK26
G
1 *Rune Bottle
2 Apple gummy
H
2 ① Combo Counter
CHECK29
Basement 9th Floor
Direct stairs to Basement Level 4
CHECK30
CHECK28
H
I

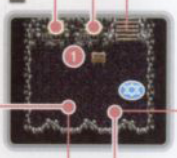
Basement 10th Floor



1 ?ROD (Rune Staff) Ru
2 ne Bottle
3 6000 Gald Ho
4 urglass Elixir
5 Black Onyx Ve
6 rvain
7
8 ?CLOTH (Mithril Mesh)?CL
9 OTH (Lill Mesh)

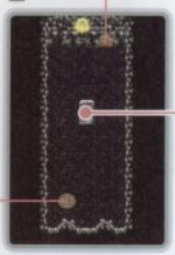
CHECK31

1 Turquoise

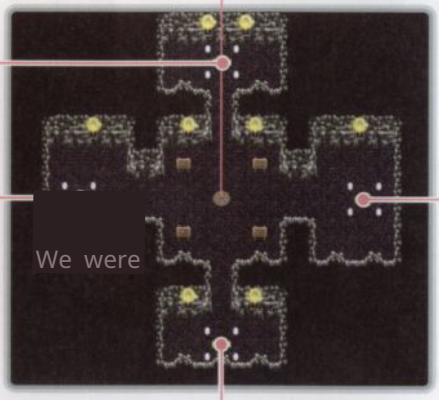


CHECK34

CHECK32



CHECK33



CHECK35

CHECK36

CHECK38

We were

CHECK37

Descending the dimly lit mine shaft

EVENT 20 Moria Road
CHART P23

While traveling through various regions, the party, having acquired the strength and equipment suitable for conquering the Mines of Moria, descends level by level into the unknown mines in search of the ring necessary to contract with Luna.

Conditions for Conquering the Moria Mines

To clear these mines, you need the "Sorcerer's Ring" obtained in the Cave of Scorching Sands. Furthermore, you must have contracted with all four elemental spirits: Sylph, Gnome, Undine, and Ifrit. In other words, even if you get an entry permit from the Adventurer's Guild in Alvanista and come straight here, you absolutely cannot clear it. First, travel around to various locations, fulfill the conditions, and then try challenging it.

Trends and Countermeasures for Appearing Enemies

Of the 10 types of enemies that appear in the Moria Mines, 7 are weak to Light. Therefore, equipping the Light-attribute weapon "Moon Falx" will make most of the enemies easy targets. If the two spellcasters haven't learned Light-attribute spells at this stage, have Claus use Ifrit and Arche use Cyclone. There are also many enemies in the mines that are weak to Fire and Wind attributes, so these two spells will be very useful. Conversely, all enemies except Maxwell are vulnerable to either Dark, Earth, or Water attributes. Therefore, attacking with weapons or spells of these attributes is likely to be nullified or result in healing. Once you enter the Moria Mines, be sure to avoid using attacks of these three attributes.

Items to Bring

There are many enemies that inflict paralysis, petrification, and poison. In addition to "Panacea Bottles," bring a large amount of cooking ingredients to cure status ailments.

Moon Falx: A weapon you'll definitely want to buy before entering the Moria Mines. It's sold at the tool shop warehouse in Olive Village (see P231). You'll realize that even in this world, money can save you from difficult situations. Food: Stock up on ingredients for things like rice balls, sushi, French toast, sandwiches, and Neapolitan before delving into the mines (see P242). The scene will be just like going on a picnic.

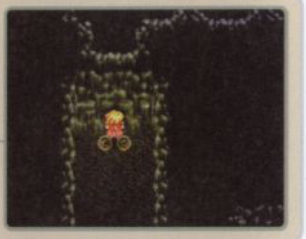
Basement 1

CHECK: Switch the lever to the door to the descending stairs

Open it and go to the 2nd basement floor. In the center of the first room you e nter, there is a direct staircase to the 4th basement floor, but it is locked from th e 4th floor side and cannot be used at this stage.

Basement Level 2

The door of CHECK2 opens when you step on the switch on the righ t. Head to the next CHECK3 and carry the stone statue on top and pl ace it on the switch. Then the door will open, so switch the lever at CH ECK4 to open the door to the descending stairs.



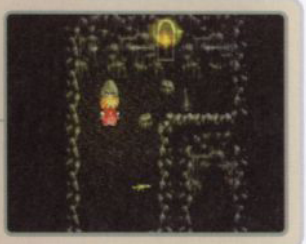
Basement Floor 3

There is a switch at CHECK6, but stepping on it will close the door in front of you. Therefore, get on the levitation device at CHECK5 and pass through CHECK6 while floating.

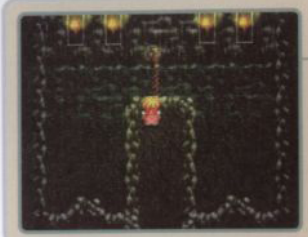
Conversely, to open the door in the room of CHECK7, yo u must step on the switch on the floor. Proceed directly above from CHECK7, get on the descending device, and turn off the levitation effect to descend to the ground. The last CHECK has a switch under the stone statue, and moving the stone statue will open the door. At this time, not only the door directly under the stone statue, but also the door to th e descending stairs are opened simultaneously.

Basement Floor 4

If you examine the unlit torch at CHECK9 twice, you'll reali ze it's a lever. It will ask if you want to move it, and if you select "Yes," a passage will open to the right. Proceed to the small room at CHECK10 and wait on either the left or right switch. When the walking woman steps on the other switch, a treasure chest containing a "Rune Bottle" will appear. Next, head to CHECK II, where there are four switches, and step o n them in the order indicated on the nearby sign: Up, Up, D own, Down, Left, Right, Left, Right. This will open the door to a small room with a Memory Circle. Here, step on the switc h at CHECK12 to open the door above CHECK1. Furthermore, flip the lever at CHECK13 on the wall to open the door leadi ng to the direct staircase from the 1st basement floor. Finally , place the stone statue at CHECKI on the switch at CHECK14 to go to the lower floor.



Direct Staircase: A staircase connecting the 1st, 4th, and 9th basement floors. The doors are locked from both the 4th and 9th basement floor sides, so it w on't function until you go to those floors and unlock the doors.



Floor B5

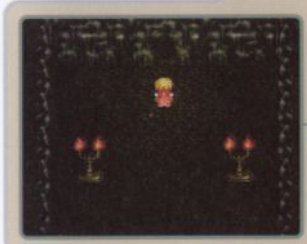
There is a switch in CHECK15 that is out of reach. You need to use the Sorcerer's Ring to shoot it to open the door to the floor below.

Floor B6

Be sure to collect the Technical Ring on this floor. Whether future battles will be easier depends on this item. On the other hand, if you step on CHECK16 trying to get the treasure chest containing Lemon Gel, you will be warped to CHECK17, which is in the middle of a damage zone. The treasure chest can be obtained by moving the statue at CHECK18 and flipping the lever on the wall behind it. However, moving the statue will close the entrance to the room, so you must return the statue to its original location when you leave.

Basement Floor 7

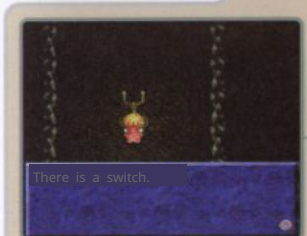
Lighting the torch at CHECK19 with the "Sorcerer's Ring" will reveal a warp zone at CHECK20. The first time you warp, you'll arrive in a small room with a treasure chest and a warp zone at CHECK21. Open the treasure chest here and then go to CHECK21 to return to the original room. The next time you warp at CHECK20, you'll be transported to a similar small room, but the locations of the treasure chest and warp zone will be different. As before, take the item and return to the original room via CHECK22. Furthermore, warping at CHECK20 again will take you to another small room. Collect the item here and return via the warp at CHECK23. Finally, warp at CHECK20 one more time and proceed to CHECK24.



At CHECK24, lighting all the pedestals in the room with the "Sorcerer's Ring" will open the door to the next area. The same applies to CHECK25; lighting the candelabra will open the door to the lower floor.

Basement 8th Floor

The candelabra at CHECK26 is a trap that shoots arrows when lit. Examining it closely will open the door in front of you. Stepping on the switch at CHECK27 will cause a floating device to appear near CHECK26. Ride this device into the air to pass through the damage zone unharmed.



Technical Ring: When equipped, allows manual control during battles, unleashing power with vertical jump attacks and combos. (See P288). Damage Zone: Takes 0.5 percent of maximum HP damage with each step.

Basement 9th Floor

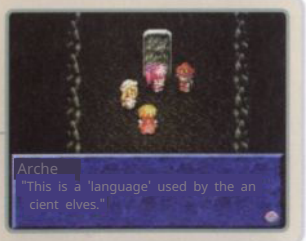
Walk along the passage from the 8th basement floor and go through the door to immediately reach the 9th basement floor. Unlike other floors, you don't go down the stairs, so be careful not to get confused.

To open the door leading to the lowest level, obtain the "Combo Counter" from the treasure chest at CHECK29. Then, a switch will appear from under the treasure chest, so step on it. This switch simultaneously activates a flame trap in the passage next to CHECK28. To extinguish the flames, move the lever at CHECK28.

Before going to the lower floor, be sure to move the lever at CHECK30 to enable the direct staircase.

Basement 10th Floor

Moving the two levers in CHECK31 will reveal the warp zone in CHECK3234. First, warp to CHECK32 and examine the stone tablet in CHECK33. Look at the hints for summoning Maxwell written on it, return to the original room, and warp from CHECK34. The destination is an altar for summoning Maxwell. Follow the hints and summon the spirits in the designated locations. The correct locations for summoning each spirit are Ifrit at CHECK35, Undine at CHECK36, Gnome at CHECK37, and Sylph at CHECK38. After summoning all of them, you will fight Maxwell in CHECK33.



Maxwell's Test of Strength

Attacks with weapons that do not have an attribute are not very effective against Maxwell. If you have come this far with a non-attribute weapon, equip a weapon with an attribute before fighting.

Once the battle begins, have Cress continuously attack with Tiger Blade from the start, stopping the enemy's movements and pushing them backward. At the same time, have Klarth and Arche continuously cast Ifrit and Cyclone, the spells that can inflict the highest damage among the spells they have. Have Mint support with Picohammer. Defeating Maxwell will power up "Gungnir." Also, the treasure vault in the back will open, so obtain the Ring of Contract and return to the surface via the direct staircase.

Combo Counter: Obtaining this unlocks a combo display option in the customization menu. When enabled, you'll receive bonus experience points based on the number of successful combos you perform during combat (see P290). Maxwell: After the battle, he voluntarily enters into a summoning contract.

EVENT 21 Olive Village/Oasis

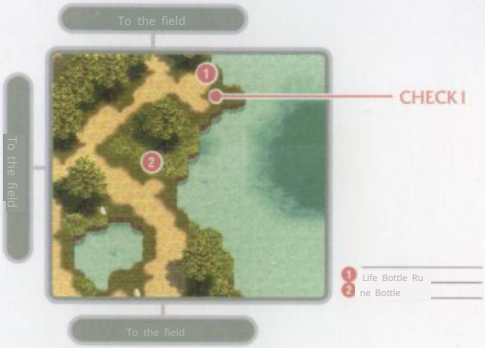
CHART P23

SUB EVENT

The Wonderful World of ste P242

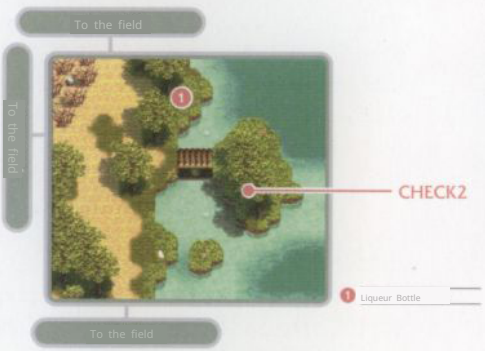
Oasis 1

—The oasis southeast of Olive Village—



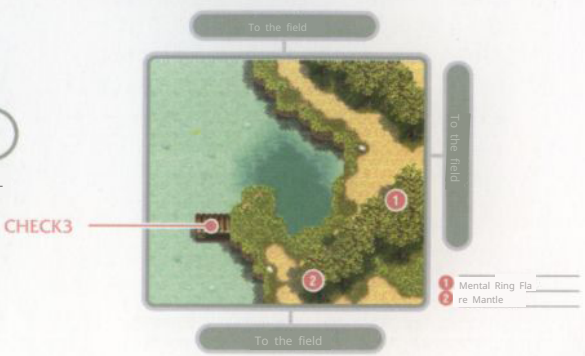
Oasis 2

— Northern Oasis —



Oasis 3

— The oasis further north—



Looking for Edward

21 オリーブヴィレッジ/オアシス

CHART P23

When you consult Rungrom about the broken Ring of the Covenant, he introduces you to a magician who was researching the ring. The party visits the home of that man, named Edward, but...

MONSTER

バジリスク

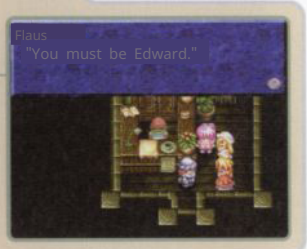
P339

INFORMATION

●Enemies that use petrification attacks appear.

Following Edward

I visited Edward's mansion with a letter of introduction from Roonngrom, only to find that he had already left for Freyland. I followed him and crossed over to Freyland by ferry, stopping at Olive Village to gather information. I learned that Edward had headed to the oasis southeast of Olive Village. Following the information, I headed to the oasis and spoke to the traveler at CHECK, who told me he went to the northern oasis. I went to the northern oasis and spoke to the old man at CHECK2, and learned that he had gone to an oasis further north. Finally, when I spoke to the young man at CHECK3, I was surprised to learn that Edward had returned to Olive Village, and the scene automatically changes to Olive Village. There, I spoke to the innkeeper, who told me that Edward had already departed, but he was collecting "Basilisk Scales" and would return to the village as soon as some one with a large number of them appeared. Therefore, defeat the Basilisks that appear in eastern Freyland and collect 5 "Basilisk Scales", then speak to the innkeeper. Then, after being allowed to stay for one night for free, Edward will come. By the way, even if you collect more than 5 "Basilisk Scales", Edward will take them all.



There's a chef who can tell you about the Northern Oasis Fruit Juice. They don't appear around Basilisk Olive Village, so it's more efficient to earn scales before asking about it at the oasis. The Basilisk's petrifying ray has penetrating power, and if Cress and the others are grouped together within its range, they can be wiped out in an instant. Keep your distance and defeat it with water or wind attribute spells, which are its weaknesses. Whether or not it drops scales is random, and if you're unlucky, you could get stuck in a rut.

EVENT 22

Water Mirror Ymir Forest

CHART P24

INFORMATION

●Enemies that recover from Water-attribute attacks appear.●
(Enemies that use Paralysis and Re-attack appear.

MONSTER

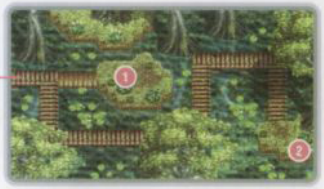
Dragonfly
P338

Mighty Oak
P343

Lizard
P344

G. Wasp
P347

3



1 Mixed Gummies
2 Sage

To the Elven Village

3

1 Lavender
2 Lavender
3 Lavender

3

3

To the field

Through the falling leaves

0-22 comic

Cress and his friends entered Ymir Forest to head to the elf village. It was a place isolated from this world, where endlessly falling leaves carved patterns on the water's surface.

The Hole Left by Arche

Half-elves are not allowed in three places: Ymir Forest, the elf village, and Trent Forest. Therefore, while visiting these locations, Arche will stay behind in Alvanista, and Cress, Mint, and Claus will act as a trio.

Ideally, I'd like to have Claus cover the gap left by Arche, but that's difficult. This is because there are many monsters in this forest that attack by launching things from the air. These attacks do little damage, but they frequently interrupt spellcasting. Therefore, Cless, equipped with the "Technical Ring," will be very useful in this forest. Jumping around and swinging his sword in the air to knock down and attack enemies is the most effective strategy.

If you get a chance to cast a spell, Claus should actively use Ifrit. Most of the enemies that appear are weak against fire, so if you can cast it, it will be very effective.

Trembling with fear

The only monster to be particularly careful of is the Lizard. If attacked, you may be paralyzed or poisoned, so Claus should attack from afar with Ifrit, or Cless should attack while jumping straight up.

In the Super Nintendo version, many players were likely terrified of the Lizardmen in this forest, who could instantly petrify you. This enemy doesn't appear in the PlayStation version, making Ymir Forest less difficult.

Jump Straight Up: By swinging your sword while jumping, you can avoid attacks from enemies on the ground and inflict high damage (see P288). Lizardman: A terrifying enemy that runs quickly and petrifies you before you know it. Moreover, they often appear in pincer formations, leaving you with no way to advance or retreat, and forced to watch your party get wiped out. These are peaceful times indeed.

EVENT 23

Elf Settlement

CHART P24

① Nameless 宿屋

1泊	72

② Nameless Grocer

Apple	40
Lemon St	160
rawberry	220
Banana	190
Pineapple	430
Melon	3000
Grape	250
Carrot	150
Cabbage	40
Cucumber	90
Tomato	190
Milk	30
Cheese	40

③ Nameless 武具屋

④ Nameless 道具屋

Heavy Boots L	1040
eather Mantle	100
Sheepskin Mantle	2000
Talisman	2000
Paralyze Check	27200
Poison Check	6200
Rabbit Symbol	200
White Mist	5000
Feat Symbol	7200
Attack Symbol	10000
Holy Symbol	100000
Misty Symbol Silv	674100
er Cave	3030

Nameless 薬屋

Apple Gummy	60
Orange Gum	200
my Mix Gum	1000
my Banasea Bottle	350
Life Bottle	300
Flare bottle	150
Liqueur Bottle	60
Holy Bottle R	80
une Bottle	3500
Spectacles	10

Chieftain Bramwald

23 Elf Settlement
CHART P24

To repair the broken Ring of the Covenant, the party sought help from the elven chieftain Bramwald, who instructed them to head deeper into the village, to a stone tablet in the elven sanctuary.

Who is Heimdall?

According to Bramwald, the broken Ring of the Covenant cannot be repaired in the Elven settlements. However, if you go to the stone tablet in Heimdall, the Elven Sanctuary deep within the settlement, it can be restored to its original state.

What the elves call Heimdall is commonly known as the Treant Forest. This forest is wider and more intricate than ever before. Naturally, you'll encounter many enemies, so make sure you're fully prepared.

The Uniqueness of Elven Shops

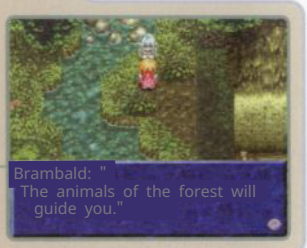
Because elves dislike conflict, even if you go to the armory in the settlement, they do not sell equipment for adventurers. Make sure to prepare the necessary equipment before entering Ymir's Forest.

The grocery store doesn't stock any meat, but it does have a good selection of fruit. You can't use them in any of the recipes you know at this stage, but it might be a good idea to buy a "Melon" or "Pineapple" here.

If you want to avoid fighting enemies and get through the forest as quickly as possible, buy a "Holy Bottle" at the pharmacy.

To the Trent Forest

Once you're done shopping, follow the river to the north-central part of the village. You'll find Plumbald waiting at a "CHECK" point that's easy to miss. If you continue along the path above, you'll enter the Forest of Trent, but remember Plumbald's words: "The animals of the forest will guide you..." This phrase is an important hint for navigating the easily confusing Forest of Trent.



Melons and pineapples are needed to make fruit parfaits and fruit punch. But learning to make these two dishes is far in the future. Will the melons I buy at this stage even stay fresh until then?

EVENT 24

Trent Forest

CHART P24

INFORMATION

- Enemies that recover with Water-attribute attacks appear
- Enemies that use poison attacks appear

MONSTER

Wolfsbane
P330

Dragonfly
P338

Bushwacker
P341

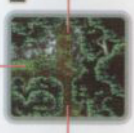
Brown Bear
P341

Mighty Oak
P343

1 Picklestone

1 Moon Crystal

1 Hourglass

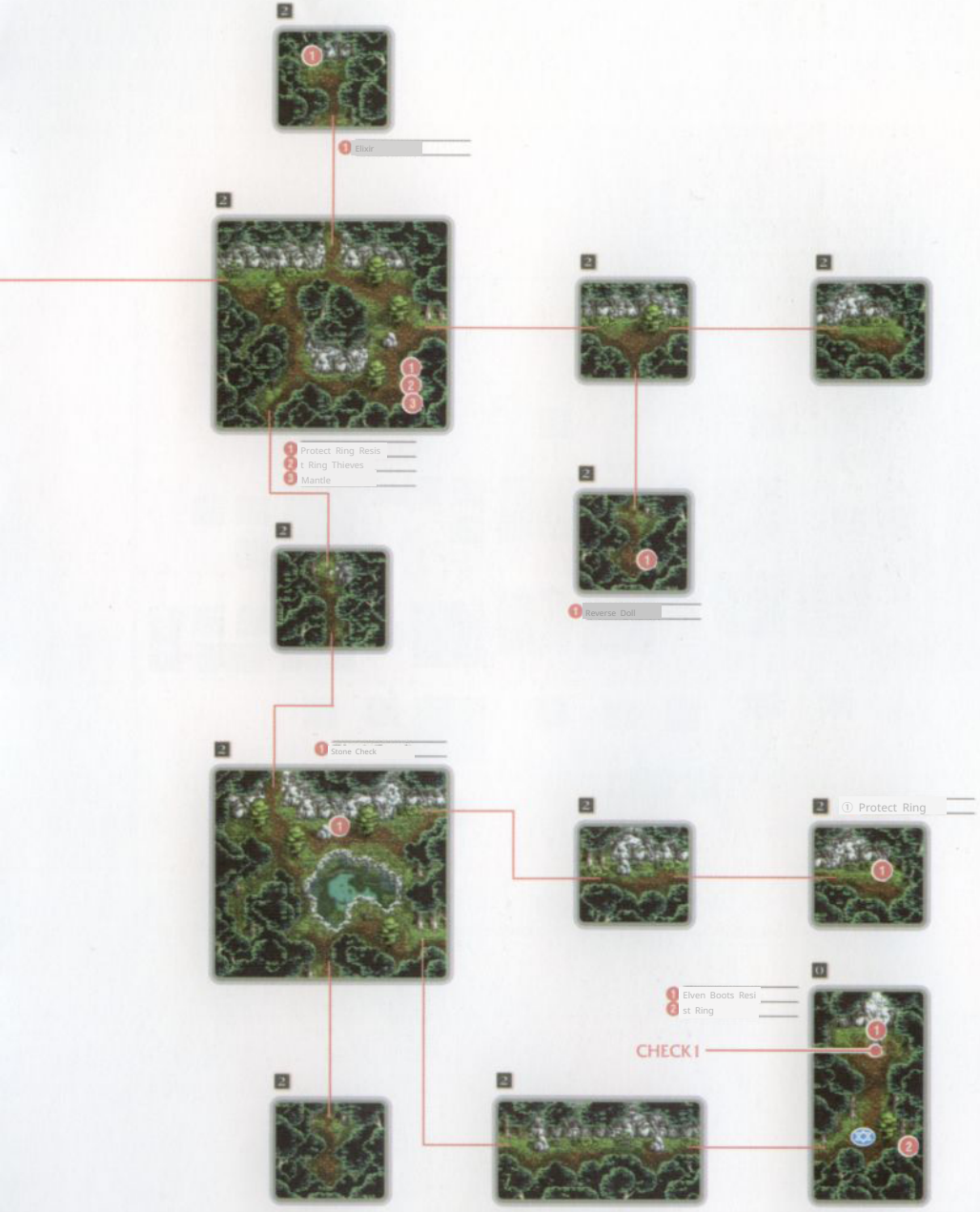


1 Savory
2 Apple gummy
3 Piyohan

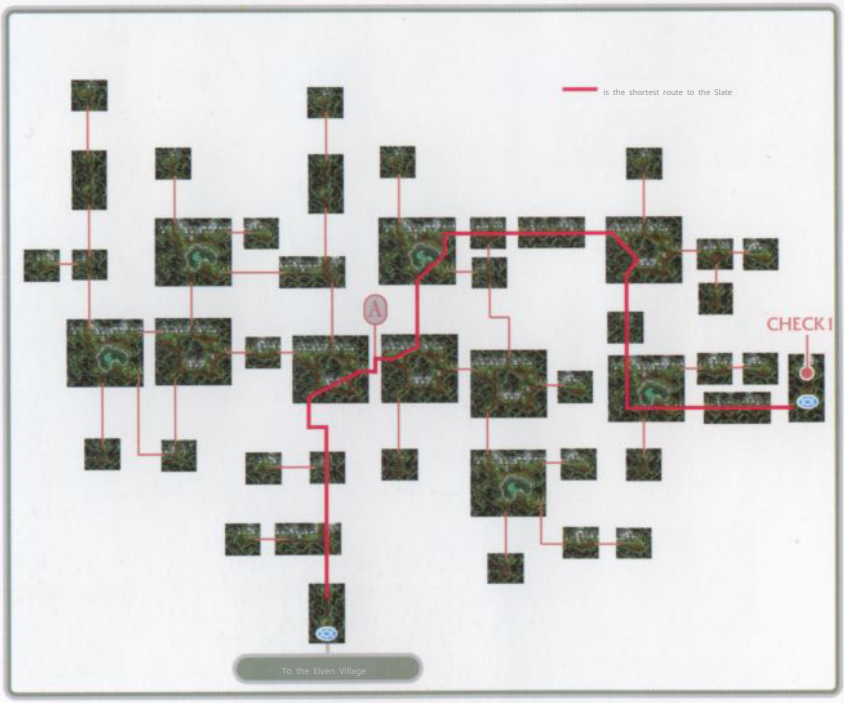
1 Charm Bottle

Apple gummy
Holy Bottle
Orange Gumm
y Apple Gum
my Feet Symbol
Black Onyx Holy Sy
mbol
Life Bottle
① Carrot
Spectacles]
A
To the Elven Village

A
1 *Verveine
1 Piyohan Se
2 bori *Dark
3 Bottle
1 Spectacles
2 Mixed Gummies
1 *Chicken
2 Thieves Mantle R
3 une Bottle
1 *Liqueur Bottle
2 Resist Ring
1 Life Bottle


1 Elixir
1 Protect Ring Resis
2 t Ring Thieves
3 Mantle
1 Reverse Doll
1 Stone Check
① Protect Ring
1 Elven Boots Resi
2 st Ring
CHECK1

Torrent Forest Whole Map



Elf Sanctuary

0-24 Blend

To repair the broken Ring of the Covenant, the party ventures into an Elven sanctuary. There, as Brambard foretold, animals guide them to the stone tablet.

Rely on animals to proceed to the stone tablet

In the Treant Forest, the goal is to repair the broken Ring of the Covenant at the stone tablet located at CHECK. However, since it's vast, if you want to clear it easily, follow the shortest route indicated by the red line on the left page.

If you're proceeding on your own without relying on the map in this book, remember Brambard's words: "Let the animals guide you." In this forest, there are dragonflies, bush babies, and fish in various locations, but all of these animals exist only on the maps along the route to the stone tablet. In other words, if you follow the maps where the animals are, you can reach CHECK.

When you reach the stone tablet, Plumbaldo is waiting. After telling you that the stone tablet has the ability to regenerate matter, he holds the ring over the tablet and repairs it himself. The Ring of Contract quickly regains its former brilliance, but for a moment while the tablet is exerting its power, someone appears and disappears again. However, the identity of this person is not revealed here.

Once the ring is repaired, Plumbaldo returns alone first. Let's head back to the elven village while collecting items.

At the Elven Village

When you return to the elven village, there is a commotion. Apparently, Arche, who should have been staying behind in Alvanista, secretly followed you and was captured by the elves. Originally, half-elves who enter the village are subject to the death penalty, but thanks to an elven woman who tearfully pleaded for help, she is allowed to leave the village safely as a special exception.

When you enter a map with animals, you'll hear the call of a cuckoo. The identity of this being is the legendary spirit Origin, but that will not be revealed until much later.

Luce, the mother of the elf woman Arche. A pure-blooded elf. She works as a receptionist at the inn in the elf village.

EVENT 25

The Tower of the 12 Zodiacs

CHART P24

INFORMATION

●Enemies that use paralysis attacks appear.

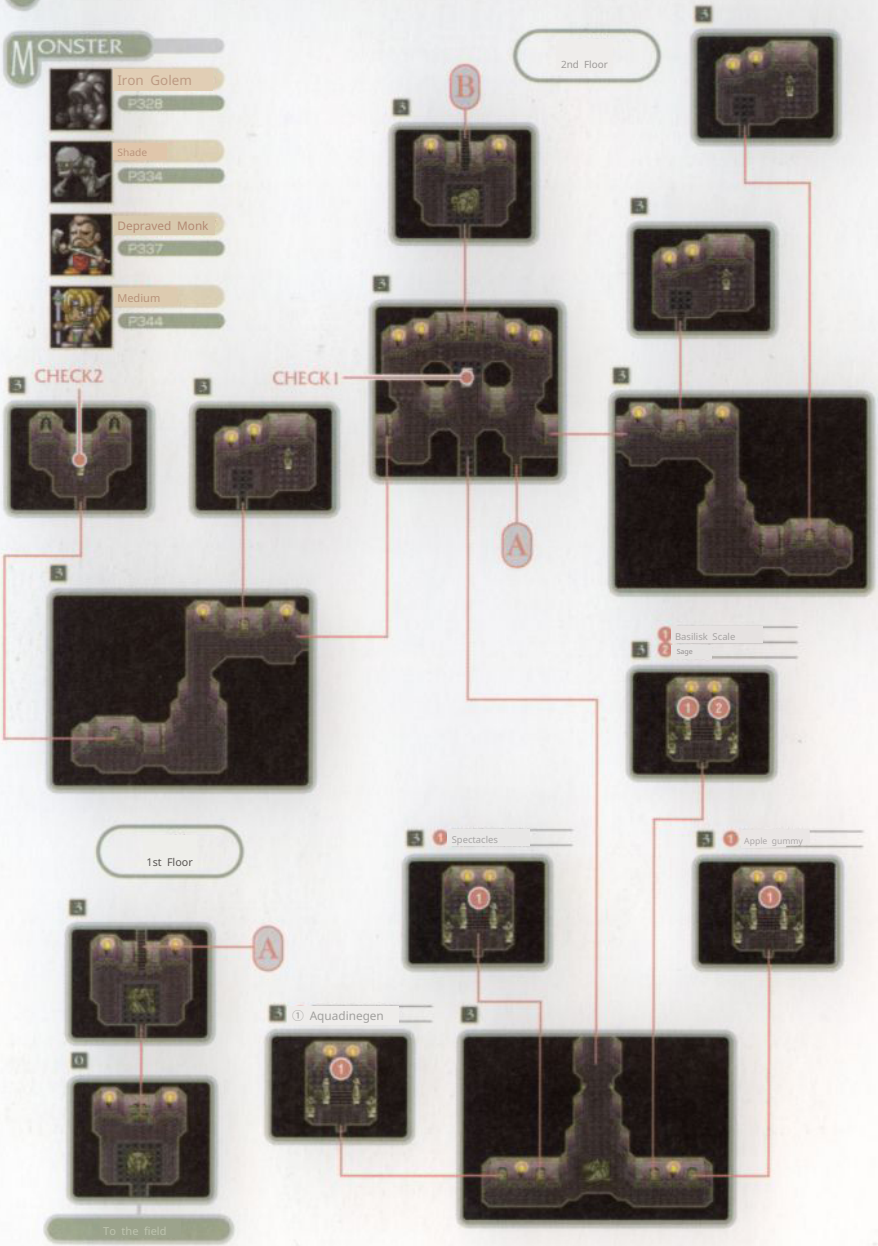
MONSTER

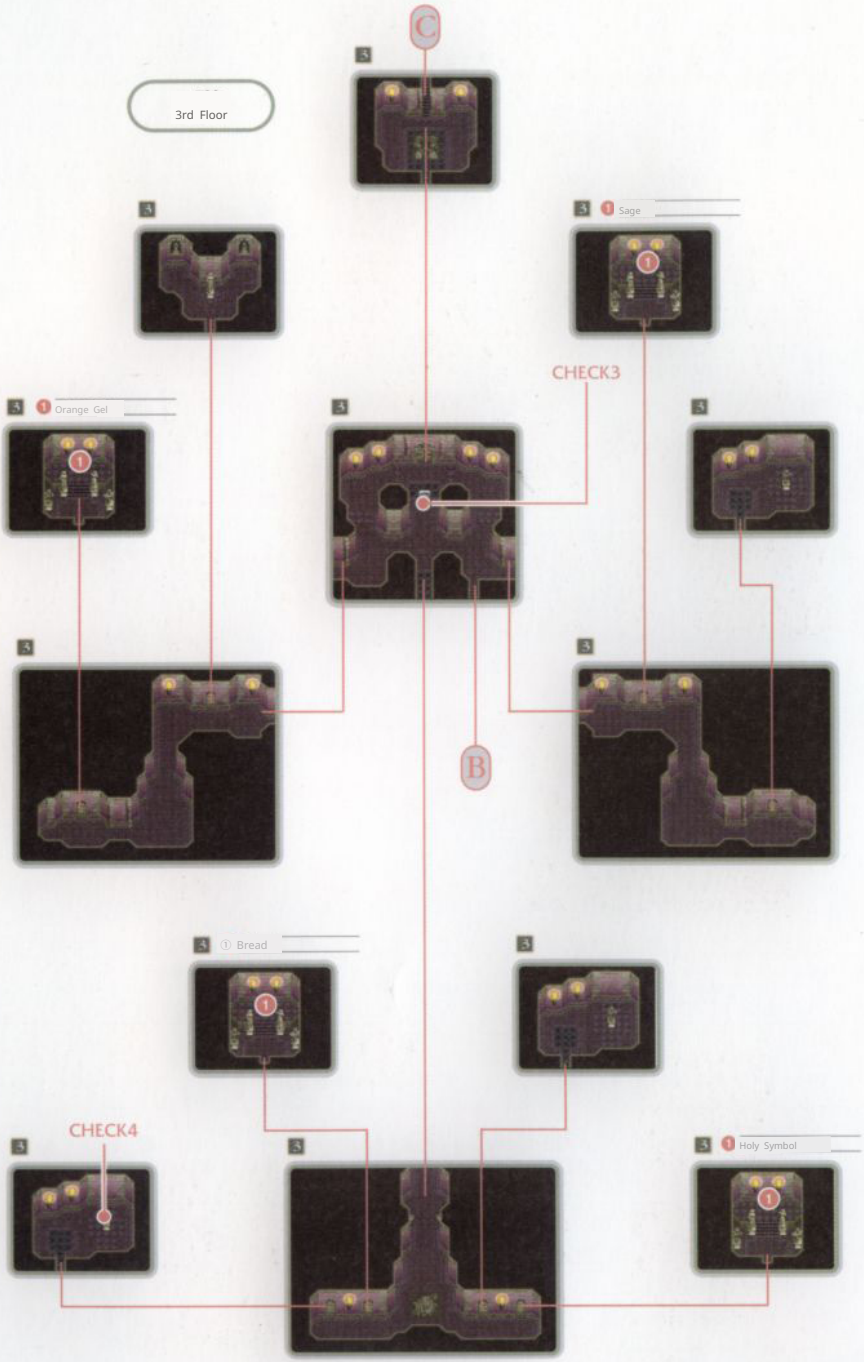
Iron Golem
P328

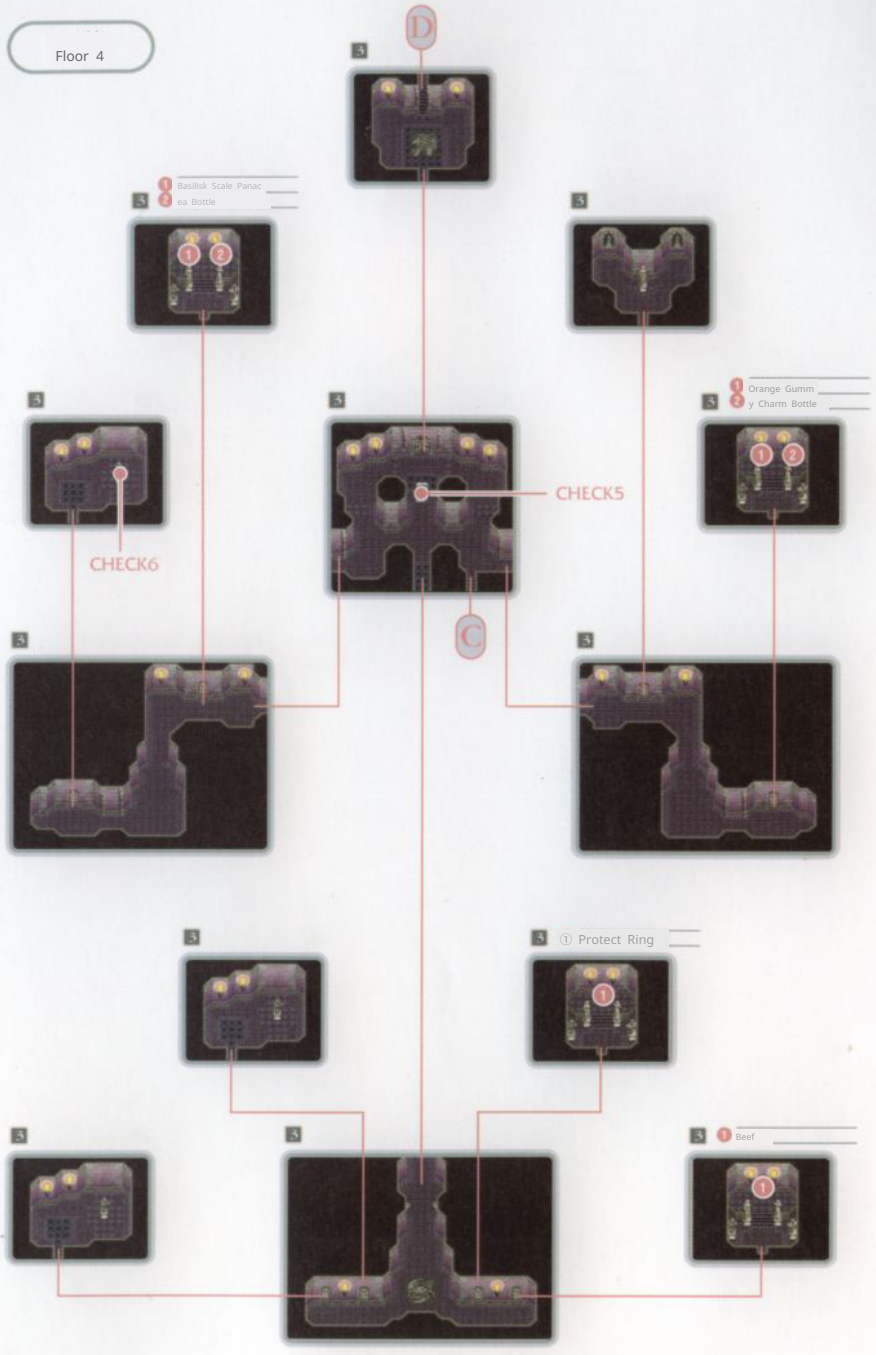
Shade
P334

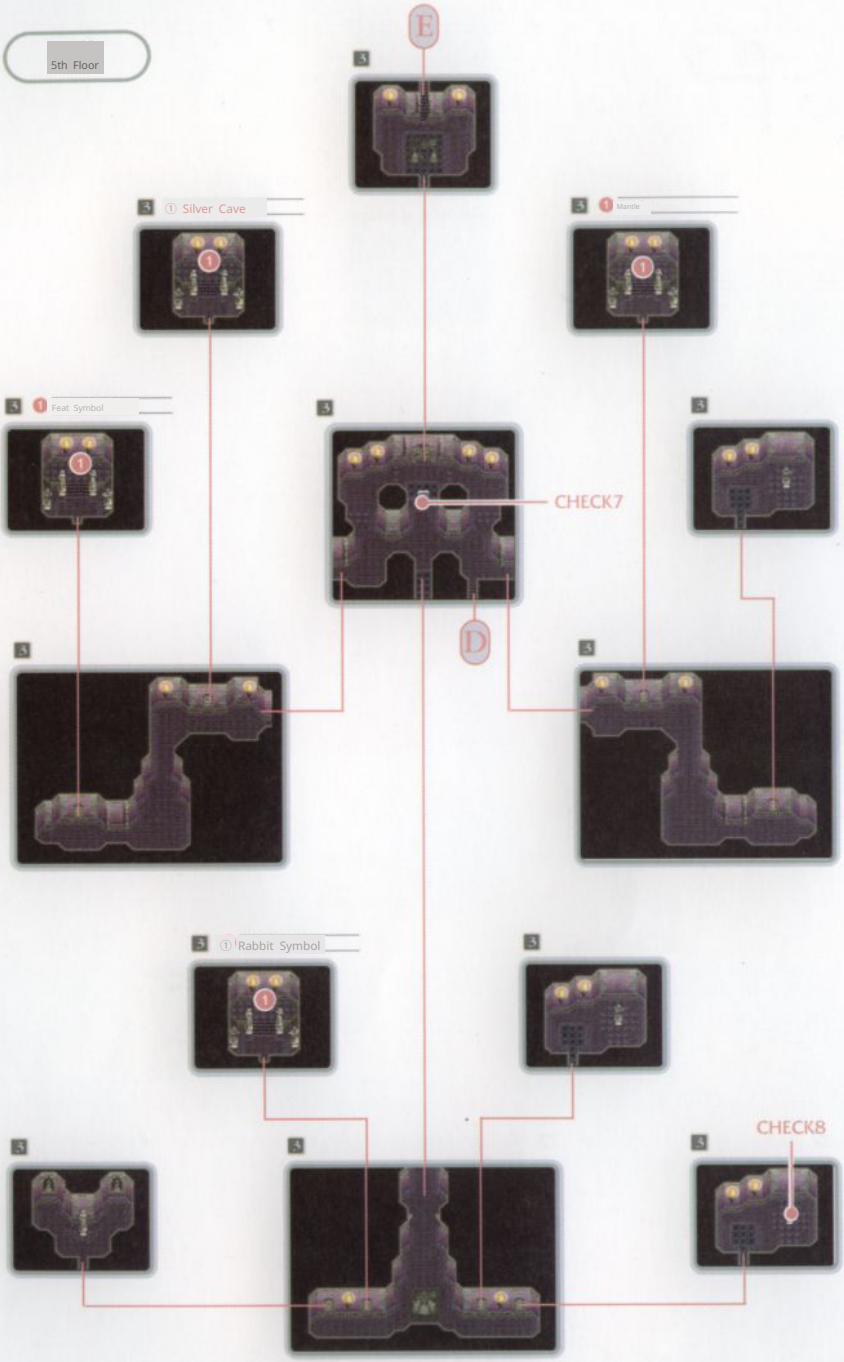
Depraved Monk
P337

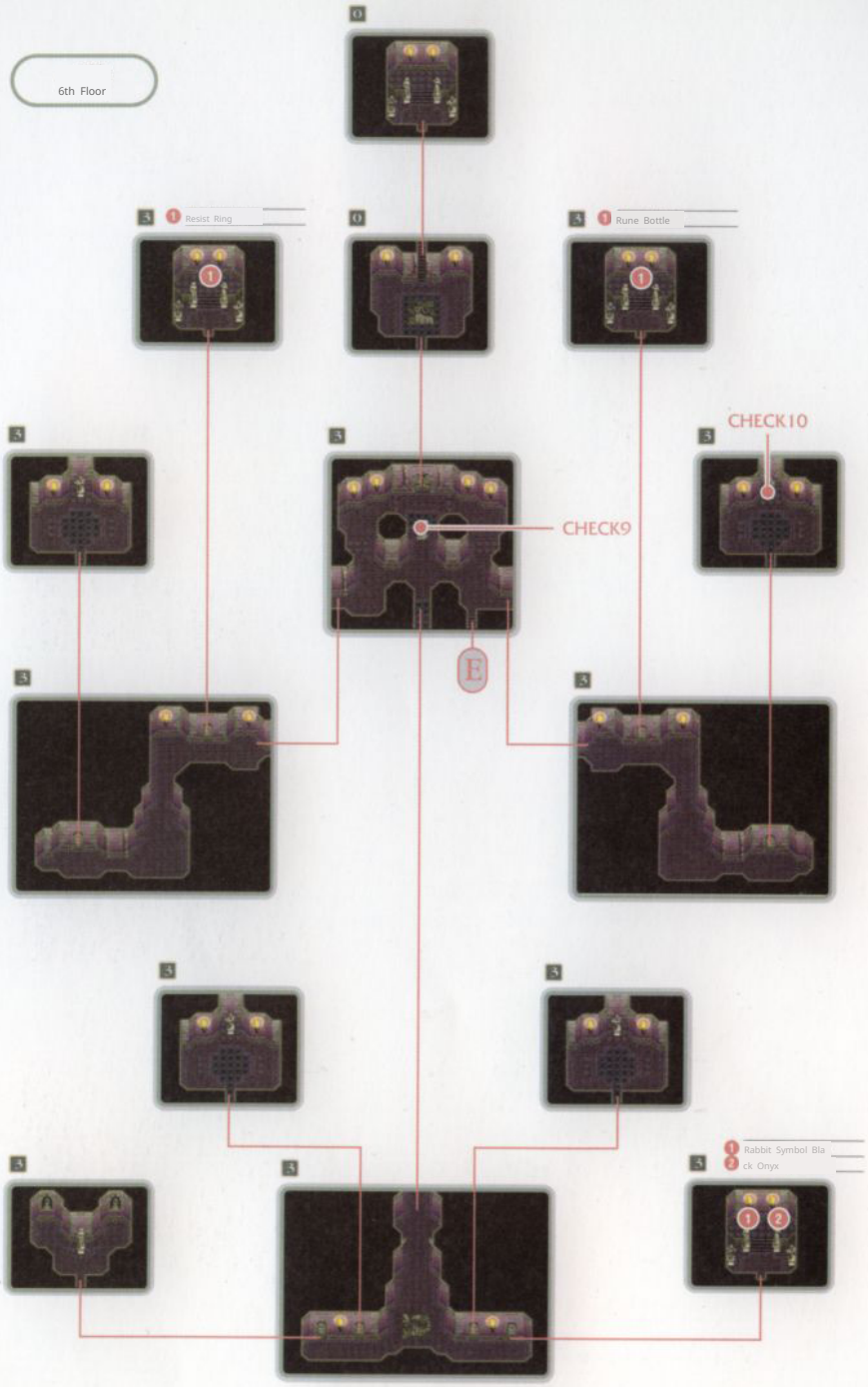
Medium
P344




C
3rd Floor
Sage
CHECK3
Orange Gel
B
Bread
CHECK4
Holy Symbol


Floor 4
D
Basilisk Scale Panac
ea Bottle
Orange Gumm
y Charm Bottle
CHECK5
CHECK6
C
① Protect Ring
Beef


5th Floor
E
① Silver Cave
Mantle
Feat Symbol
CHECK7
D
① Rabbit Symbol
CHECK8


6th Floor
1 Resist Ring
1 Rune Bottle
CHECK10
CHECK9
E
1 Rabbit Symbol Bla
2 ck Onyx

Luna and the Fairy Artemis

EVENT 25 12星座の塔 CHART P24

After repairing the Ring of Contract in the Elven Sanctuary, Cress and his companions head for the Twelve Zodiac Towers, said to be inhabited by spirits. It towered over the lush plains of the Midgards continent.

Order of Progression

If you try to enter Midgards Castle before making a pact with the spirit Luna, the fairy Artemis will appear and take the "Emblem" you received in Alvanista. Therefore, you will definitely visit the Twelve Zodiac Towers. Also, even if you go to the Twelve Zodiac Towers before clearing the Trent Forest, the entrance will be sealed and you will not be able to enter.

Song of the Non-Human

The Tower of the Zodiac has 7 floors in total, but the doors leading to the upper floors are all closed. To open them, you must press the switch on the stone statue and switch to the song (BGM) specified by the stone tablet on each floor.

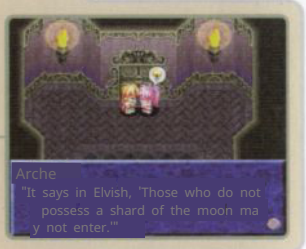
Examining the "CHECK" stone tablet on the 2nd floor reveals that it desires a brave song. To play this song, examine the CHECK2 stone statue and press the switch.

On the 3rd floor, CHECK3 desires a cheerful song. Press the switch on the CHECKA stone statue. On the 4th floor, CHECK5 desires a quiet song. Press the switch on the CHECK6 stone statue.

On the 5th floor, CHECK7 desires a dark song. Press the switch on the CHECK8 stone statue.

CHECK9 on the 6th floor says they desire a brave song. At CHECK10, press the switch to open the door, and as you try to ascend, Artemis appears, plays a prank, and then disappears. Afterward, meet Luna on the top floor and fulfill the contract.

If you leave the tower midway, you have to repeat the exact same steps from the 2nd floor. Conversely, on the way back, you can go straight back to the 1st floor.



Tower of the 12 Zodiac Signs: Orbs of light float inside the tower. There are two types: a fast-moving red one and a slow-moving blue one that chases after Cress and the others. Both cause the screen to flash upon contact. It has a suspicious atmosphere, but in reality, these orbs of light have absolutely no meaning.

EVENT 26

Midgards

CHART P24

SUB EVENT

Secret Art Acquisition P244

Midgard South

1 Weapon Shop "Spirit"

防具屋 "Spirit"	
Breastplate Pl	3600
ate Mail	24500
Ambercloak Silv	620
ercloak Feet Sh	2500
ield Fine Shiel	1150
d	15800
Iron Sallet Arme	840
t Helm Round B	1320
eret Fine Pellet	1420
Stripe Ribbon	3600
Iron Gloves	4000
	600
Gauntlets	1200
Oven mitt	300

Weapon Shop "Spirit"

Verdant	700
Krishmarld	1400
Fine Saber	700
Waroon Sword	1600
Crescent Axe B	1800
ardiche	2980
Corseca Ha	2400
lberd	4000
Mech Halberd	22000
Gem Rod R	600
uby Wand	1240

2 Private House

3 Inn "Saber" - No relationship with the K[illegible]rld

Free:

① Drugstore "Buster"

Apple Gummy O	60
range Gummy	200
Mixed Gummies	1000
Banasi Bottle	350
Life Bottle	300
Flare bottle	150
Liqueur Bottle	60
Holy Bottle	80
Dark Bottle	20
Rune Bottle	3500
Spectacles	10

Northern Midgard

① Mayor's House

⑥ Item Shop "Slayer IV"

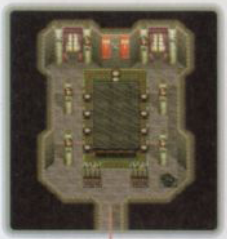
Heavy Boots	1040
Leather Mantle	100
Thieves' Mantle	2000
Talisman	2000
Paralyze Check	27200
Poison Check R	6200
abbit Symbol W	200
hite Mist	5000

Feet Symbol Att	7200
ack Symbol Holy	10000
Symbol	100000
Misty Symbol	674100
Silver Cave	3030

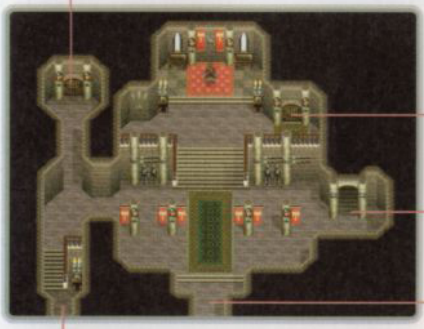
⑦ Grocery Store "Ninja"

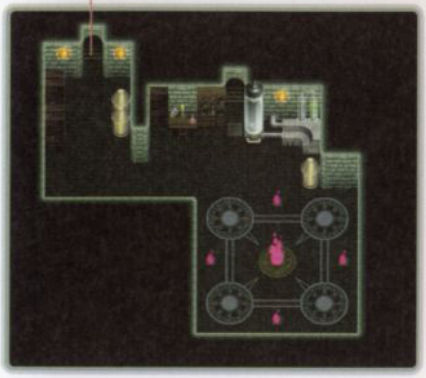
Chicken	40
Beef	64
Pork	56
Bread	20

Rice Ita	32
nori	16
Tuna	240
	140
Sardine	100
Carrot	150
Cabbage	40
Apple Str	40
awberry	220
Banana	190



Midgard Castle





To Southern Midgar

Edward's End

026 Midgards

Edward D. Morrison advances his plan to defeat Dhaos. Cress, to fulfill his promise to cooperate with him, visits Midgards with his companions.....

Reunion with Edward

Show the Arvanista emblem to the guard at Midgards Castle, and you will be told to wait in the conference room inside the castle.

If you wait in the conference room for about 20 seconds without doing anything, Morrison and Reizen, the leader of the Midgards Knights, will arrive. While talking to them, the conversation turns to Dao's ambition, but for some reason, Arche doubts this.

After having an audience with the king and leaving the castle, Arche once again expresses doubts about Dao's ambition and suggests returning to her house. Here, you can choose whether to go quickly or walk. If you choose to go quickly, the scene changes instantly and you arrive at Arche's house. If you choose to walk, you will actually head there by ship and on foot. It's a waste of time and effort, and you also have to pay the ferry fare, so it's better to choose to go quickly.

Arche's House

At Arche's house, they discuss the Elven clan's migration to Ymir Forest, the relationship between magic science and Dhaos, and other topics. Afterward, you can choose to return with a whoosh or walk back. Of course, let's go back with a whoosh.

The moment history changes

Back in Midgard, Dhaos's henchman, Jestona, takes children hostage and orders Edward and Cress to commit suicide. Edward rescues the children using the time transfer technique he was researching, but he is stabbed by Jestona and sacrifices his own life to vanish with the enemy.

The 'Poof' ability allows you to instantly arrive at your destination, saving time and fare. Conversely, there aren't any special events for going on foot. Whether you 'Poof' or walk, Cless's first words upon arriving at Arche's house are, "Phew, finally made it." Well, if you walk there first, the weight of those words is completely different.

EVENT 27

Valhalla Plains

CHART P25

INFORMATION

● Enemies that recover from light attribute attacks appear ● Enemies that use poison attacks appear

MONSTER

Winged Devil
P330

シルバードラゴン
P335

Draco Centaurus
P338

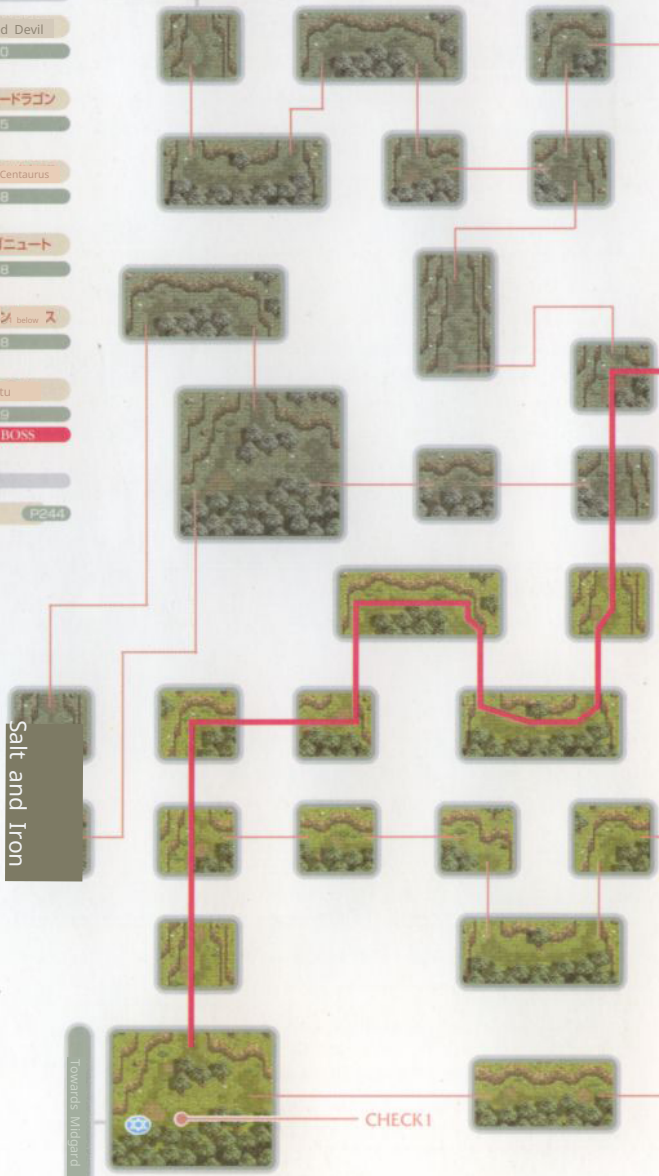
ドラゴニュート
P338

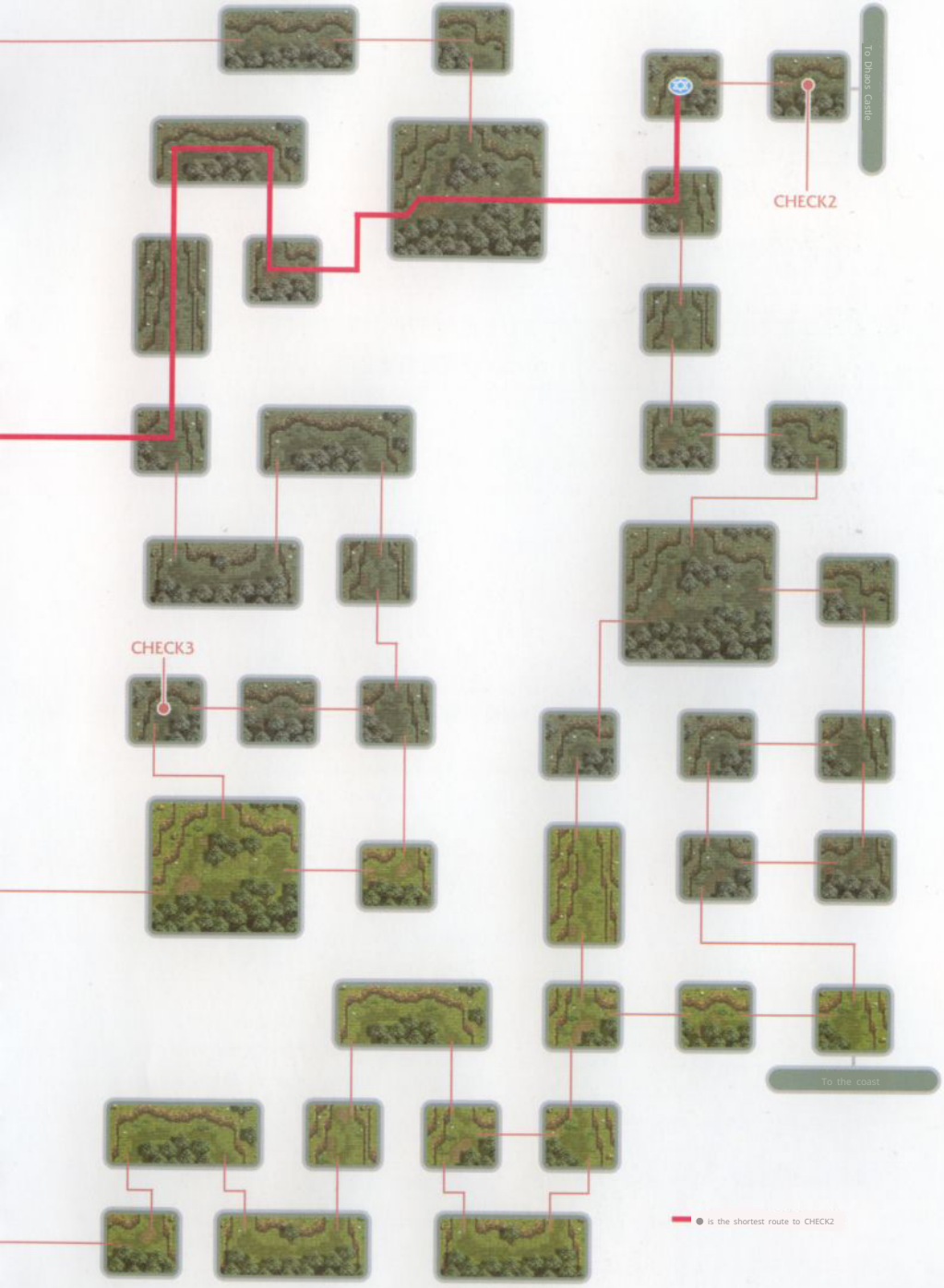
Formula シ below ス
P338

Ishrantu
P329
BOSS

SUB EVENT

Secret Art Learned P244




To Dhaos Castle
CHECK2
CHECK3
To the coast
is the shortest route to CHECK2

Valhalla Campaign

EVENT 27 Valhalla CH
ART P25

In history, Edward was supposed to defeat Dhaos, but he fell, and the war situation was no longer predictable even for Cress and his party. Regardless of the group's anxiety, the Valhalla Campaign began.

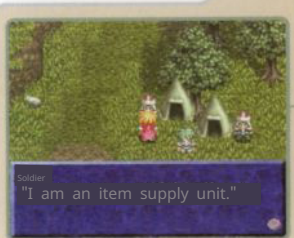
The Beginning of the Valhalla Campaign

After Edward's death, the group participates in a strategy meeting held at Midgard Castle and is assigned as a special unit to stall the enemy at the Valhalla Plain. Afterwards, Krathos remains at the meeting, and in the meantime, when the other members go down the stairs once and return to the conference room, the Valhalla Campaign start event will automatically begin.

Valhalla Campaign

In this campaign, the objective is to defeat Ishtar, the enemy captain located at CHECK2 after passing through the Valhalla Plains. The rewards received after the campaign will vary depending on the number of days it takes to achieve the objective.

The number of days is not related to the time elapsed since the mission started; it is counted based on the number of steps Kress and the others take. As a rough guide, one day passes and it becomes midnight after about 1,000 steps. At this time, you will be asked if you want to rest. If you rest, your HP and TP will be fully restored, but about 300 steps will be added to the number of steps taken so far. To get to CHECK2 as quickly as possible, take the shortest route possible, recover damage with items or spells, and avoid taking breaks.



Item Replenishment

CHECK has an item supply station and a simple lodging facility. At the item supply station, you can replenish "Apple Gels", "Orange Gels", "Panacea Bottles", and "Life Bottles" for free as many times as you like. Be sure to replenish all items before heading to the plains where the enemy awaits.

Valhalla Plains: After the Valhalla Campaign ends, you can exit to the birch forest from the northwest exit, and to the coast from the southeast exit. If you visit the same location after the campaign ends, a swordsman at CHECK3 sells the Secret Book of Arcane Art: Flash Air Split for 50,000 Gald.

Combat with Enemies

Enemies in the Valhalla Plains are visible on the map from the be ginning, and combat begins when you collide with them. Most enemie s are weak against light attribute attacks, so it's best for Cress to equ ip the "Moon Falx," but the Silver Dragon is the only exception, as it recovers from light attribute attacks. Therefore, Arche and Claus shoul d use wind attribute spells, which are this enemy's weakness, to defe at it. Even if Cress attacks with a technique that has an attribute itself , like Sky Drive, it won't heal the Silver Dragon even if he has the "M oon Falx" equipped. Since repeated battles don't affect the number of steps, it's often better to intentionally engage in combat and defea t enemies rather than trying to avoid them and increasing the numbe r of steps unnecessarily.

Which Route to Choose

The red line shown on the map is the recommended shortest ro ute. This route allows you to reach CHECK2 with fewer steps and is designed to minimize the number of times you pass through wide maps where it is difficult to avoid enemies, and narrow maps.

Defeat Yggdrasill

At CHECK2, you will fight 1 Yggdrasill, 1 Dra gon Tooth, and 2 Dragonewts. Before going t o CHECK2, it is a good idea to equip Cress w ith the "Slayer Sword" of earth attribute, whic h is Yggdrasill's weakness, and two "Flame M antles" to prevent fire-breathing attacks.

For Claus and Arche, casting Maxwell and Thunder Blade will inflict more damage than using earth-based spells, which are Yggdrasill's weakness. Use Tiger Fang Destruction on the approaching Dragon Tooth to infli ct damage and move forward. The flames that Yggdra sill breathes continue to burn in the air for a certain period of time, and touching them will cause damage. Be sure to approach after they disappear.

The reward for the operation is:

If you reach Ishrant without resting and within approximately 2000 step s, you will receive a reward of 50,000 Gald from the King of Midgards. If y ou defeat it in approximately 2000-6000 steps, you will receive 10,000 Gald. I f it takes more than that, you will not receive any reward.

Reaching Ishrant: It takes over 3,000 steps to reach Ishrant, on ly to find that other units have already challenged Ishrant and been defeated. Reaching it after over 6,000 steps, Ishrant has al ready been defeated by other units.

EVENT 28

Midgards

CHART P25

INFORMATION

● Enemies that recover from attribute attacks appear
● Enemies that use paralysis attacks appear

MONSTER

Winged Devil
P330

Phantom
P340

War Vulture
P346

Ishrantu
P329
BOSS

Midgards Castle 1F

① Weapon Shop "Spirit"

Verdun	700
Krishmarld	1400
Fine Saber	700
Waroon Sword	1600
Crescent Axe	1800
Bardiche	2980
Corsesca	2400
Halberd	4000
Mech Halberd	22000
Gemrod	600
Ruby Wand	1240

② Drugstore "Buster"

Apple Gummy	60
Orange Gumm	200
y Mix Gummy	1000
Banacea Bottle	350
Life Bottle	300
Flare bottle	150
Liqueur Bottle	60
Holy Bottle	80
Dark Bottle	20
Rune Bottle	3500
Spectacles	10

③ Restaurant "Ninja"

Chicken	40
Beef F	64
ork Bre	56
ad Rice	20
	32
Dried laver	16
Tuna	240
	140
Sardine	100
Carrot	150
Cabbage	40
Apple St	40
rawberry	220
Banana	190

"Slayer IV"

Heavy Boots Le	1040
ather Mantle S	100
heepskin Mantle	2000
Talisman	2000
Balalaichek	27200
Poison Check Rab	6200
bit Symbol White	200
Mist	5000
Feet Symbol Att	7200
ack Symbol Holy	10000
Symbol Misty Sf	100000
ymbol Silver Cav	674100
e	3030

Enemies from the Sky

0-28 Daos

The Midgards army, having achieved victory in the Valhalla campaign, was suddenly attacked by the Daos air force before they could even revel in their triumph. Cress and the others head out to intercept them, but...

Encounter with the Valkyrie

After leaving Midgard Castle, Cress is stopped by someone and suddenly transported to a mysterious place.

At the end of a narrow passage in the place he was transported to, a Valkyrie riding a Pegasus awaits. She orders Cress to return "Gungnir" because it is a divine artifact of Odin. Cress agrees to return "Gungnir" on the condition that he can borrow the Pegasus's power for a while.

Cress returns to the others, rides the Pegasus, and challenges enemies in the sky. At this time, only Arche can accompany him with the power of Pegasus.

Aerial Battle

In the air, your weapon is automatically fixed to "Gungnir," and because you're riding a Pegasus, you can't use any special skills. Since your combat options are limited, the strategy for aerial combat is for Cress to advance and attack while Arche continues to cast Ray. Also, aerial battles are consecutive, so if you've taken damage before the end of a battle, it's a good idea to recover HP and TP in preparation for the next fight before delivering the final blow to the last enemy.

Ishrantu appears in the 5th battle out of a total of 5 consecutive battles. However, the tactics themselves are no different from other aerial battles. After the aerial battle ends, Pegasus leaves with "Gungnir." After that, Arche receives the Indignation spell book from Lizen as a memento of Edward.

You can buy items from the shopkeepers who have taken refuge inside Midgard Castle. There is no one who can use healing magic in the aerial battle that follows. Buy plenty of recovery items.

After the aerial battle, "Gungnir" is automatically removed from Cress's equipment, leaving him unarmed. Don't forget to equip him with a weapon.

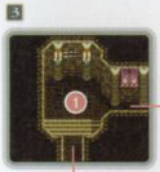
EVENT 29

Daos Castle

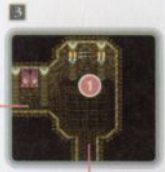
CHART P25

INFORMATION

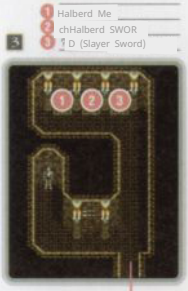
●Enemies that nullify Dragon-attribute attacks appear.●Enemies t
hat use poison attacks appear.



1 Flame Mantle

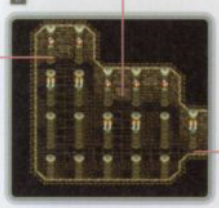


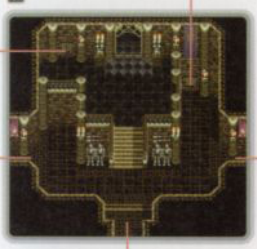
1 Aqua Mantle

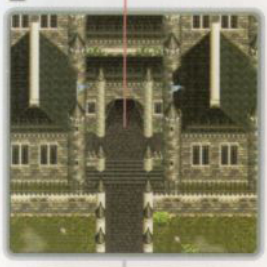


1 Halberd Me
2 chHalberd SWOR
3 1 D (Slayer Sword)

① Attack Symbol







To the field

MONSTER

Kage
P331

Samurai
P334

Gin
P335

Sourceror
P337

Doomguard
P337

Monk Soldier
P344

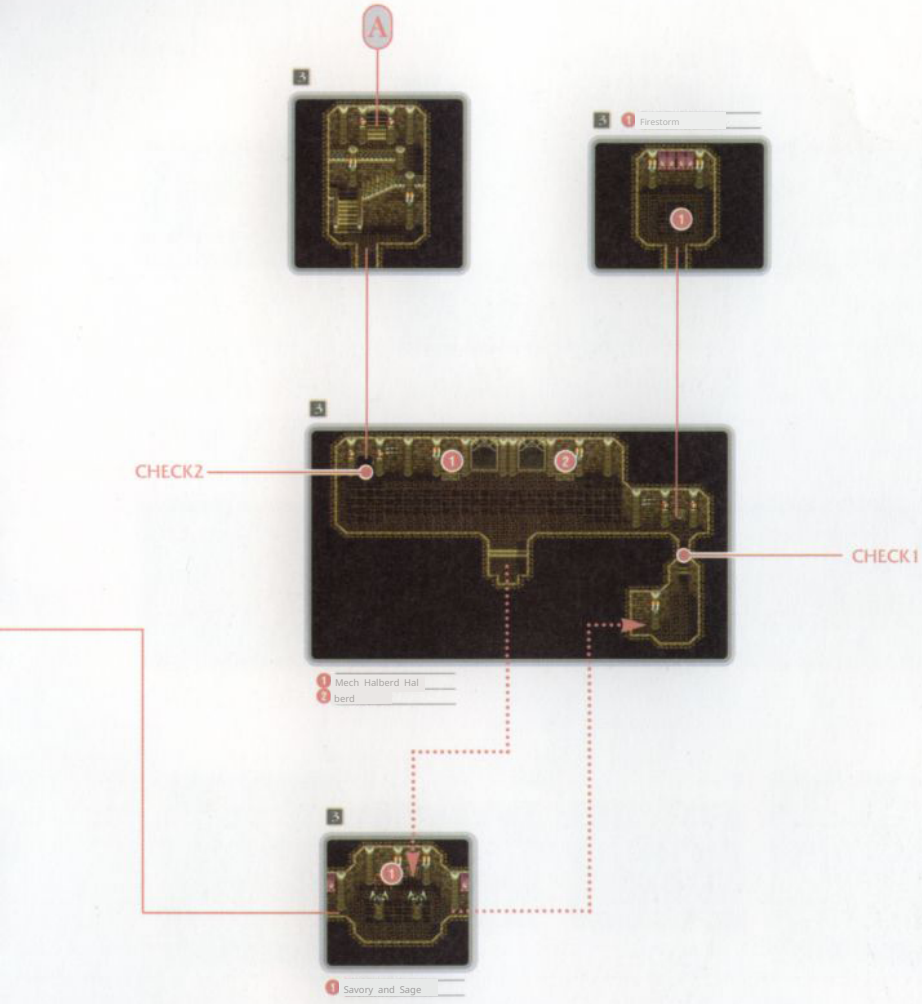
Rich
P345

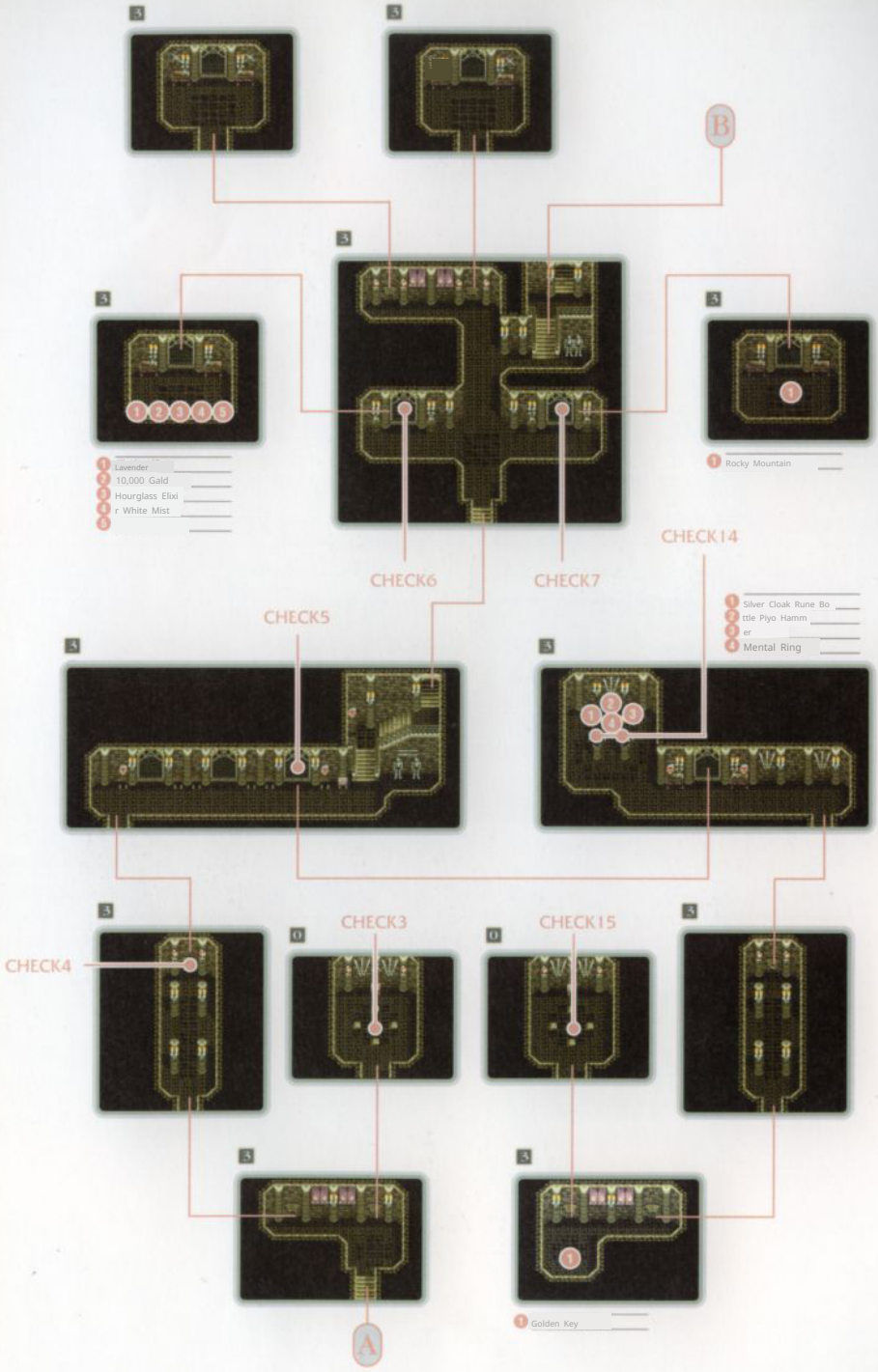
Eagle Road
P330
EVENT

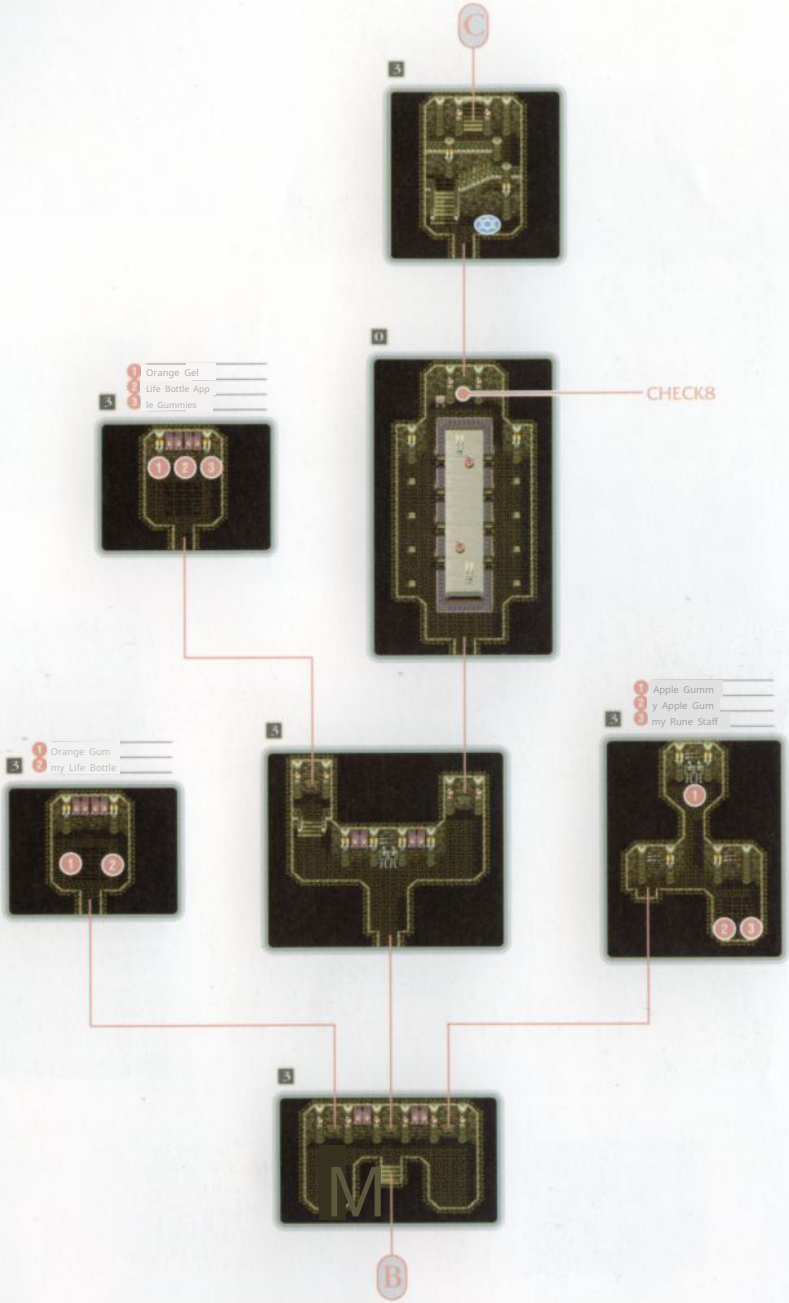
Dhaos
P348
BOSS

SUB EVENT

Spell Learning P248


A
3
3
1 Firestorm
3
CHECK2
CHECK1
1 Mech Halberd Hal
2 berd
3
1 Savory and Sage


B
CHECK6
CHECK7
CHECK14
CHECK5
CHECK4
CHECK3
CHECK15
A
1 Lavender
2 10,000 Gald
3 Hourglass Elixi
4 r White Mist
5
1 Rocky Mountain
1 Silver Cloak Rune Bo
2 ttle Piyo Hamm
3 er
4 Mental Ring
1 Golden Key


C
3
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CHECK8
3
1 Orange Gel
2 Life Bottle App
3 le Gummies
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1 Orange Gum
2 my Life Bottle
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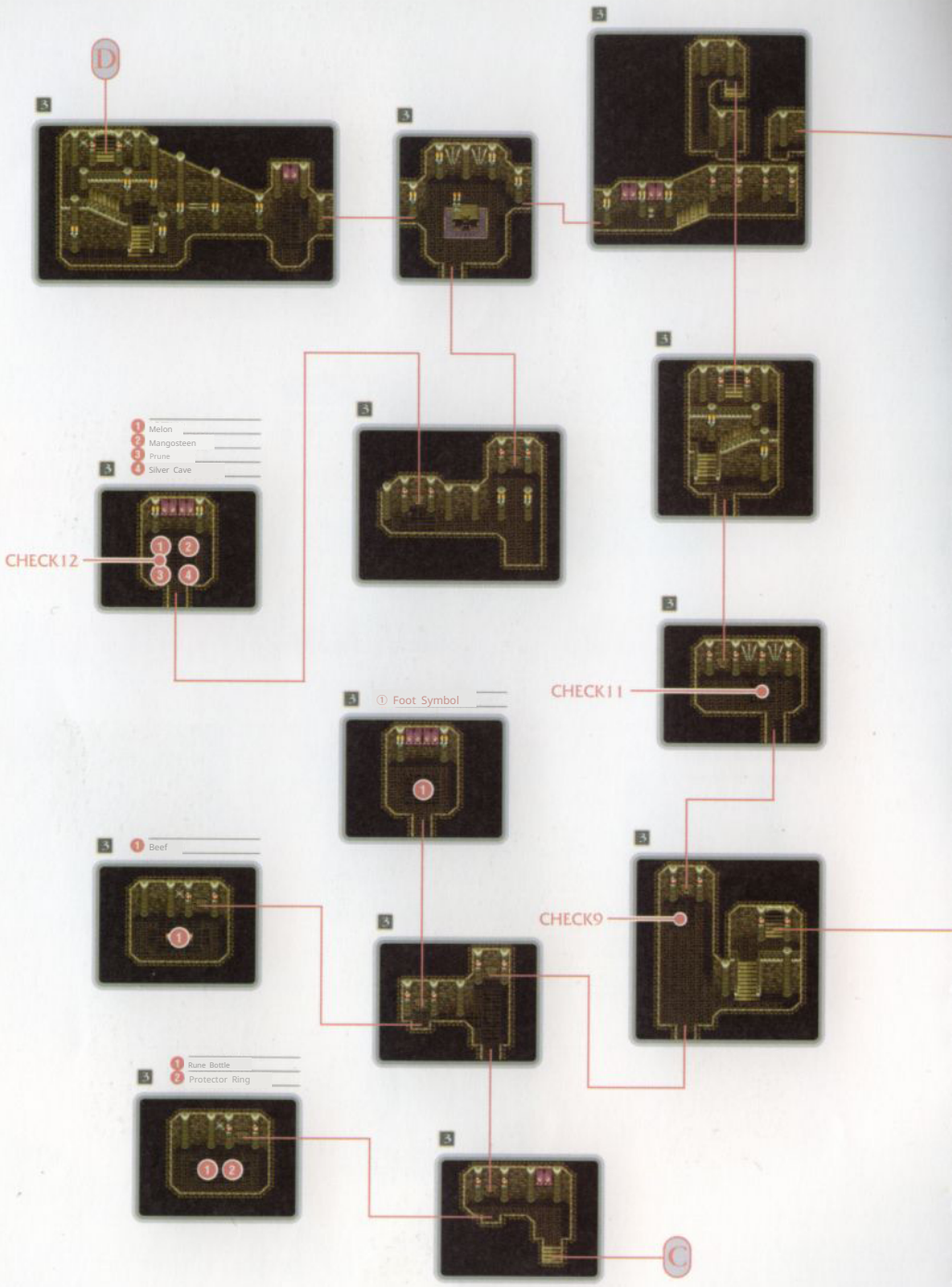
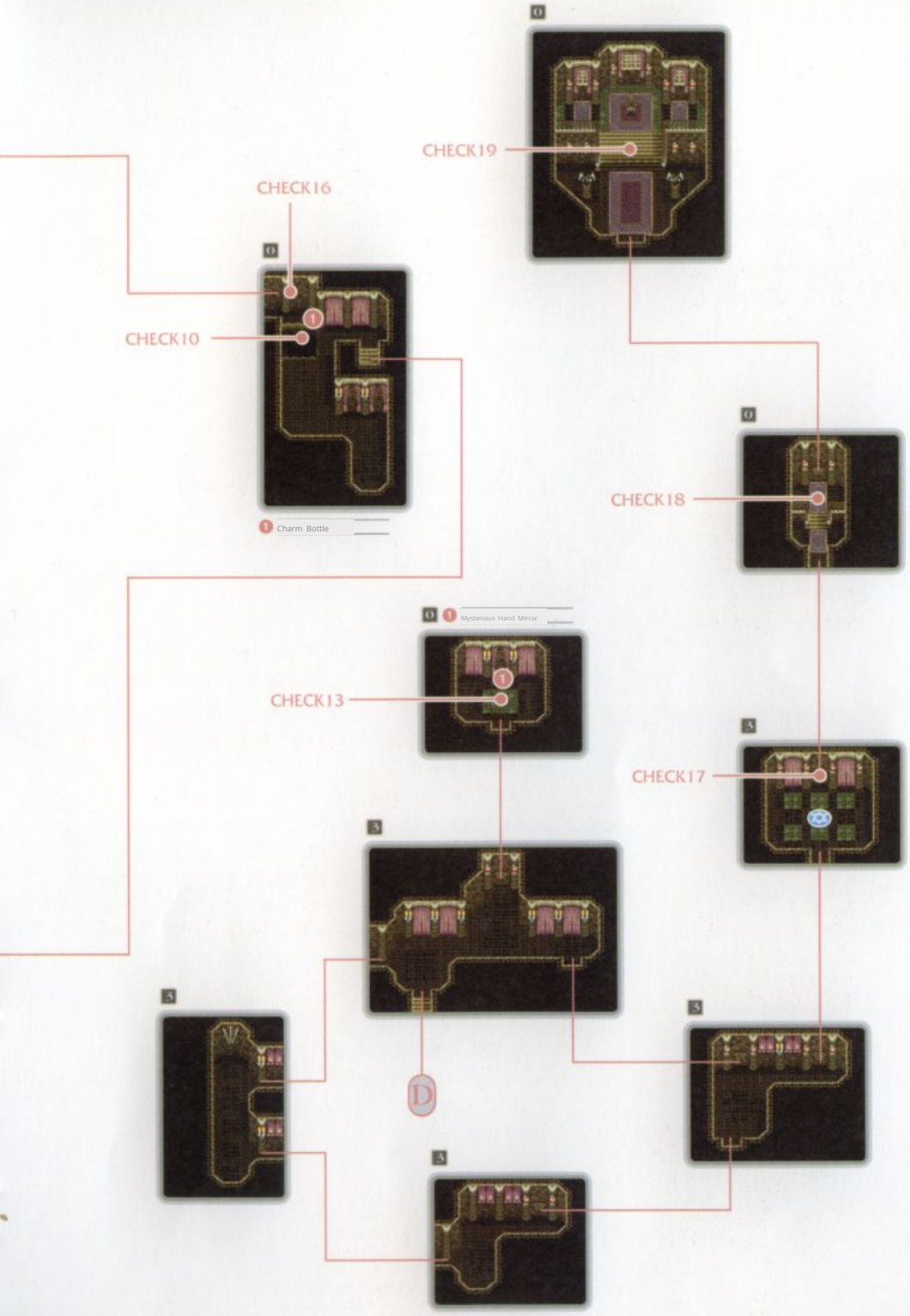
3
1 Apple Gumm
2 y Apple Gum
3 my Rune Staff
3
M
B

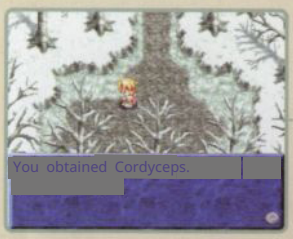

D
B3
B3
B3
B3
B3
1 Melon
2 Mangosteen
3 Prune
4 Silver Cave
CHECK12
B3
B3
B3
CHECK11
B3
① Foot Symbol
B3
1 Beef
B3
CHECK9
B3
1 Rune Bottle
2 Protector Ring
B3
B3
C


0
CHECK19
CHECK16
0
CHECK10
1
Charm Bottle
0
CHECK18
0 1 Mysterious Hand Mirror
CHECK13
3
CHECK17
3
3
3
3
D

The battle transcends time

EVENT 29 ダオス城 CHART P25

The man on the throne, Dhaos, throws unexpected words at Cress and th e others who are approaching. "Why must we fight?" he asks. Not unders tanding the meaning of these words, Cress draws his sword.



Detour to the Birch Forest

To get to Daos Castle, you must pass through Valha lla Plains, but instead of heading straight to Daos Cast le, let's head northeast through the plains and make a detour to the Birch Forest (P142). The purpose of visit ing the Birch Forest is to pick up the trade item "Cord yceps". Selling this item in the future will yield a large sum of money, so do not sell it at this stage.

Enemies and Equipment in Daos Castle

Many of the enemies that appear in Daos Castle are we ak against light attribute. Therefore, Cress should equip th e "Moon Falx". Also, in order to avoid taking damage from enemies that frequently use spells, the only option is to t ake the initiative and use powerful techniques without hesi tation to defeat them. However, continuing this fighting sty le tends to deplete TP, so equip "Moon Crystals" to all part y members. However, it is also acceptable to equip Claus with a "Turquoise" instead. Both "Moon Crystal" and "Turq uoise" have the same effect, increasing the maximum TP v alue by 30 percent while equipped. The amount of TP reco vered after battle also increases, making them very useful.

Structure of Dhaos' Castle

Dhaos' Castle doesn't have a simple structure where you can just proceed straight from the starting point t o clear it. After obtaining the "Mysterious Light" at CHE CK13 near the deepest part, you must return to CHECK 5, obtain the "Golden Key" in the mirror, and then go t o the deepest part again. There are many ascents and descents between floors, so try not to get confused.

TochukasoA trade item sold for a whopping 30,600 Gald each in the future ninja vill age. You can pick up 6 in the White Forest before heading Dhaos' Castle, but they respawn after defeating Dhaos, so you can get another 6 in the same location. In other words, you can earn 183,600 Gald each time.

Item Collection and Switches

You can find various items near the entrance, so be sure to collect them all. Don't forget to pick up the "Attack Symbol" behind the statue and the "Savory" and "Sage" hidden in the flowerpots, as well as the treasure chests that are lying around. Also, weapons are hidden in the weapon rack in the passage.

The "CHECK" switch alternately opens two doors. Pressing it once opens the door to the room where "Firestorm" is located, but in turn, the CHECK2 door closes. After picking up the spellbook, go through the one-way door on the left, return to CHECK! again, press the switch to open the CHECK2 door, and head upwards.

Pass through the Mirror of Death without stopping

Stepping on the CHECK3 switches in the order of up, down, right, left, down, up will open the CHECK4 door. Further ahead, there is a mirror in CHECK5, but when Cless and the others stand in front of it, a Grim Reaper is reflected for some reason. Nothing will happen with the CHECK5, 6, and 7 mirrors until you obtain the "Mysterious Hand Mirror."

Arche and Cless switch pressing

To open the CHECK8 door, first read the sign next to the door. You'll find that you need to step on the four switches on either side of the table simultaneously. It's impossible to do alone, so Cless and Arche will have to try together, but Arche moves around erratically as if to feint. Watch Arche's movements carefully, and Cless should step on the switch a beat after she does. If you fail, the number of failures will be displayed, along with a hint for攻略. The content of the hint changes depending on the number of failures.

Even if you fail, you can try again by reading the sign again, but if you fail for the 20th time, Klaus, exasperated, will try with Mint and succeed in no time. If you're really bad at this switch pressing, you might want to deliberately fail 20 times.

It's a failure if it looks like Switch Arche and Cress stepped on the switches at the same time. The secret to success is to delay it by one tempo. By the way, there is no reward even if you succeed on the first try. Hint: The content of the hint changes after failing on the 1st, 2nd, 3rd, 4th, 7th, and 9th tries. It will not change after the 9th try.

Klaus is getting impatient. If Cress's partner was Mint, this wouldn't be a problem.

Who will you leave behind?

The CHECK9 switch opens the nearby door only while so mething is on top of it. However, there's nothing on this fl oor to place on the switch, so let's try going to the upper floor using the stairs on the right. There's a stone statue o n the upper floor. Carry this and drop it through the CHEC K10 hole, then return to the lower floor. The stone statue you dropped earlier will have fallen. Place it on CHECK9 to open the door. In the next room, there's a switch at CHEC K11 with the exact same mechanism as CHECK9. However, this time there's nothing to place on top of it anywhere. T herefore, you'll have to leave one person on the switch whi le the other members proceed. Considering the party's co mbat balance, let's leave Krathos here.

"Mysterious Hand Mirror"

Leave Krath behind and have the three of you proc eed ahead to CHECK13, where you'll fight one Djinn, t he Treasure Keeper. Defeating it will get you the "Mys terious Hand Mirror" from the treasure chest it was g uarding. After retrieving Krath back into the party at C HECK11, head back to the mirror at CHECK5.

Inside the Mirror

Press the button in front of the mirror at CHECK5 to make the hand mirror glow, initiating a battle with one Lich. Winning this fight will cause you to enter the mir ror, but the inside and outside of the mirror are symme trical. Don't be fooled by the similar terrain. The sign near CHECK15 says "Reverse," which means you should step on the switches in the reverse order from when y ou were at CHECK3. Step on the switches in the order o f Up, Down, Left, Right, Down, Up, and the "Golden Key " will appear outside the room.

Collect the "Mental Ring" that appears when you press both buttons at CHECK1 4, as well as any other items that are lying around, and then press the button in f ront of the mirror you entered from to return outside.

Use the "Mysterious Mirror" on the mirror in CHECK6 7 to enter and collect items and spellbooks.

If Jinx pushes with Tiger Fang Destruction Slash and Arche casts Indignation, you should be able to win without being attacked by the enemy much. The way to defeat a Lich is t he same as Jin, but it's troublesome if it casts Summon De mon, so try to defeat it early. By the way, the HP absorptio n used by the Lich cannot absorb HP that has fallen below 100. Therefore, you will not be defeated by this attack.

CHECK6.7 You will also fight one Lich when entering this key.

Leaving Arche is the right choice.

We need to leave someone at switch CHECK11 again, and this time, let's choose Arche. After going up the stairs, use the "Golden Key" to head to CHECK16, and from here, call out downwards. Then, Arche, who was on the switch on the lower floor, will come up on her broom, and the party will return to four members. You can't just leave anyone at CHECK11. It's only because Arche can fly that we can overcome this trap.

Expensive fruits are

At CHECK12, you'll find fruits like "Melon" and a "Silver Cape". You'll be passing by this room many times along the way, but it's locked and won't open until you get the "Golden Key" and return.

Break the Shishihappō Fūin Jutsu (Four Directions Eight Gates Sealing Technique)

The door to CHECK17's room is sealed with the Shishihappō Fūin Jutsu crest, and it opens when four people face four directions and chant. In other words, if someone is left at the switch in CHECK11, the door won't open.

Defeat the Daos Guard

In CHECK18, you will fight the Daos Guard, who protects the path to Daos's room. The opponents are three Evil Lords. When the battle starts, have Klarth cast Undine and Arche cast Indignation. Even if the Evil Lords cast Summon Demon, Undine, with its shorter casting time, will activate first and interrupt the enemy's spellcasting. Cress should use Tiger Blade to damage the enemy and push them back. After that, all three should repeat this attack. Mint should support by casting Acid Rain and Sharpness. The most dangerous thing when fighting Evil Lords is allowing them to cast Summon Demon, as being hit by it consecutively can lead to a total party wipe. Be prepared to strike before they do.

Summon Demon: Characters within the spell's area of effect take over 1000 damage. When this is cast, Cress must stop attacking and heal their HP. After that, the enemy will inevitably set the pace, so it is important to structure your attacks so that they cannot cast any spells.

Preparing for the battle against Dhaos

When you step onto the stairs of CHECK19, you wil l fight against Daos, so make sure to prepare your e quipment beforehand. It's a good idea to equip Cless with "Mithril Mesh" for armor, two "Reflect Rings" fo r accessories, and the "Moon Falx" for a weapon. "Mit hril Mesh" has a 50 percent chance of nullifying light attribute attacks, and "Reflect Rings" have a 20 perce nt chance of nullifying attribute attacks. This calculate s to a 90 percent chance of nullifying Daos' light attri bute techniques, Daos Laser and Daos Collider, and a 40 percent chance of nullifying Tetra Spell. Equip the remaining members with two "Reflect Rings" each, a nd give the remaining "Mithril Mesh" to Mint, who yo u don't want to fall as the healer.

How to Fight Without Letting the Enemy Attack

The formation consists of one Daos and two Evil Lords. At the start of the battle, press the L1 button to have your co mpanions stay, then have Klarth cast Sylph on Daos, Arche c ast Indignation, and Mint cast Sharpness on Cless. Cless shou ld attack the Evil Lords with Tiger Fang Destruction and push them backward. After this, the three attackers should contin ue to use the same techniques, and Mint should heal those whose HP is decreasing. Once the enemy is only Daos, Cless should pin Daos to the right edge of the screen with Fierce Dragon Destruction, while Arche casts Indignation to inflic t damage. Assign Sylph to Klarth's shortcut and keep the but ton pressed so that the spell can be activated at any time. If Daos forcibly breaks through Cless's technique with a lower-l evel attack that makes him invincible, or if he starts chanting a spell, release the button to activate the magic, and imme diately cast Sylph again to keep him on standby. Mint should concentrate on recovering the HP of her companions with m agic.

If you repeat this, you can defeat Daos without allowing him to use most of his special moves or spells. However, at the mo ment of defeat, Daos escapes through time travel.

Mithril Mesh: Two can be obtained from a treasure chest on the 10th floor undergr ound of the Moria Mines. If you bought some at the general store warehouse in Ol ive Village, it would be good to equip Arche with it as well.

Reflect Ring: Recovered from a treasure chest. Can also be obtained by transformin g a "Resist Ring" with a "Rune Bottle."

Sylph: Because the time from chanting to activation is fast, it is cast not to inflict damage, but to interrupt Dhaos's actions.

What Edward Left Behind: Edward, now deceased, guides the helpless party who allowed Daos to escape. A letter he entrusted to Cress and the others while he was alive contained an unexpected key to the future.

EVENT 30 アルカニスタの星 エドワード館 ミッドガルズ
CHART 26

How to Return to the Present

The party heads to the Magic Research Institute in Alvanista Castle to receive the key to Edward's home laboratory, which LUNGROM entrusted to him before his death. In Edward's laboratory, they discover that the ancient city of Thor, which flourished in the super-ancient past, is submerged off the coast of Venice, and it is suggested that going there could allow Cress and the others to time travel as well.

However, before heading to the present from Thor, they must prevent Yggdrasil from withering. If Yggdrasil withers, magic will be lost even if they return to the present, making it impossible to defeat Dhaos.

Grath
"His name was Thor, and his kingdom supposedly achieved time transfer with unbelievable technology."

To Meet a Unicorn

If Mint stays at an inn in Midgard or Olive Village, she will have a childhood dream. In the dream, she is a young child who wants the unicorn-shaped earrings her mother is wearing. After having this dream, Mint resolves to revive Yggdrasil with the power of the unicorn. If she stays at an inn other than these two locations or a free bed, she will only have the dream. Then, when using the ferry between Belladam and Alvanista, or between Freyland and the port south of the Moria Mines, Mint makes her decision on the ship. To meet the unicorn in the Birch Forest, you must hear the story of the unicorn from one of the following people: the musician in Euclid, a townsperson at the pharmacy in Alvanista, the mayor of Midgard, a woman under a tree in northern Midgard, or a woman at the orphanage in southern Midgard.

ミント
I wonder if I can do something with my magic.
と・・・」

Earrings: Earrings shaped like unicorns, symbols of the magic users. The earrings that Cress received from Merrill in the modern dungeon were the same earrings that appeared in Mint's dream.
Free Beds: You won't have dreams if you stay in the beds on the ferry to the Western Isolated Island and the ferry to the Erosion Cave.

EVENT 31

Birch Forest

CHART P26

INFORMATION

MONSTER

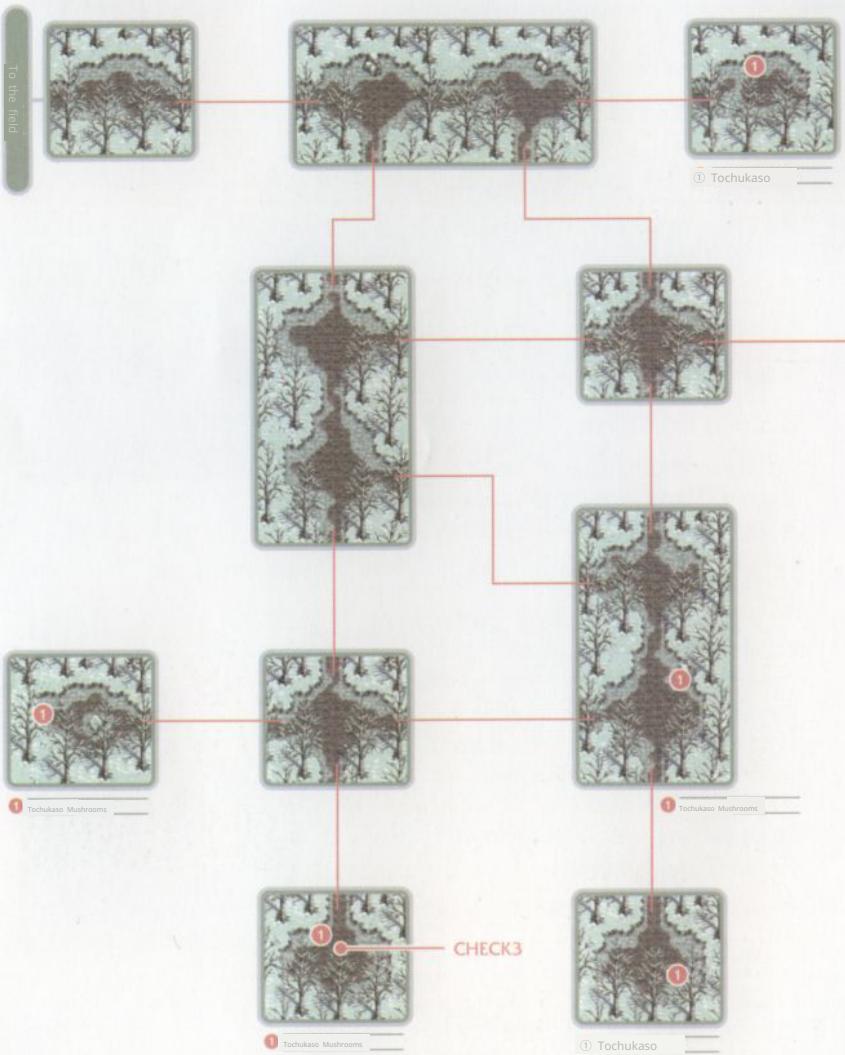
Evil Lord

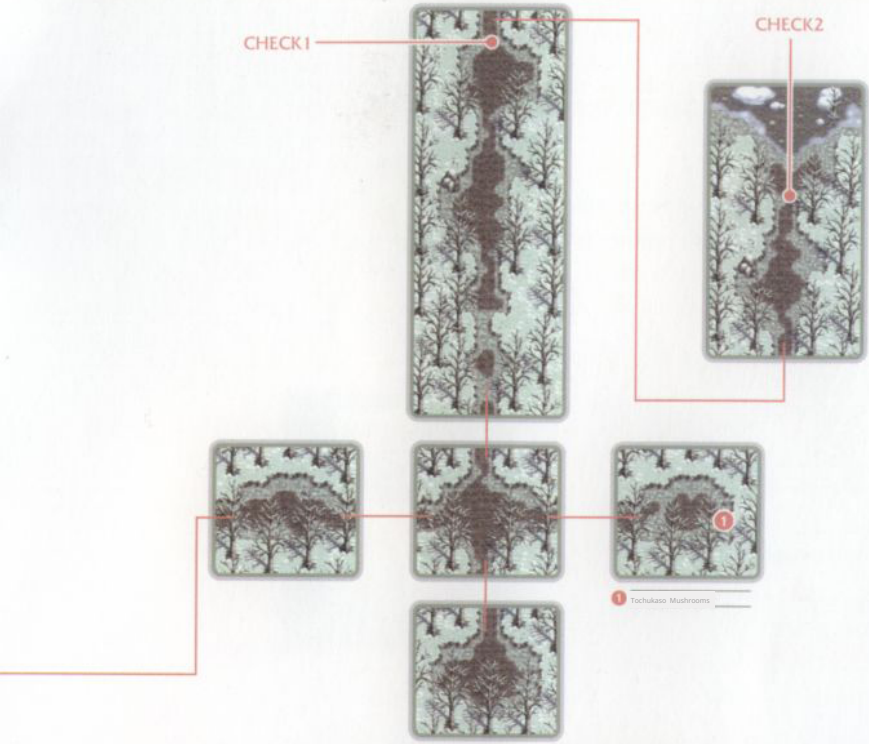
P330

BOSS

Enemy encounter zone in the White Birch Forest is all

The "Tochukaso Mushrooms" on the map will be relocated after clearing Daos' Castle.





Unicorn Power

31 Japanese Forest

CHART P26

It is said that unicorns, the source of power for mages, liv e in snow-covered birch forests. However, the legendary wh ite horse only reveals itself to pure maidens.

Be sure to rejoin Arche

At the forest entrance, Cress and Claus will be pres ent. Arche will leave the party at CHECKI, but Mint sh ould proceed to CHECK2 alone. After the event, contro l Cress and the others at the forest entrance and hea d to CHECK2 to fight three Evil Lords. However, be ca reful, as you will be fighting the enemies with only Cr ess and Claus if you do not rejoin Arche at CHECK3 b eforehand. The battle is the same tactic as the Daos Guard battle at Daos Castle (see P139).

EVENT 32

Super Ancient City Thor

CHART P26

INFORMATION

- Enemies that recover from Water and Light attribute attacks appear.
- Enemies that use poison attacks appear.

MONSTER

Merman
P344

Living Sword
P345

2SH
P347

3000R
P347

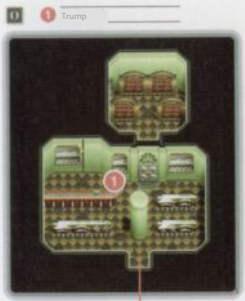
4400R
P347

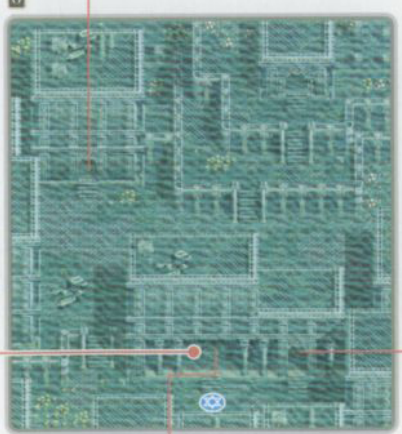
Tada
P335
EVENT

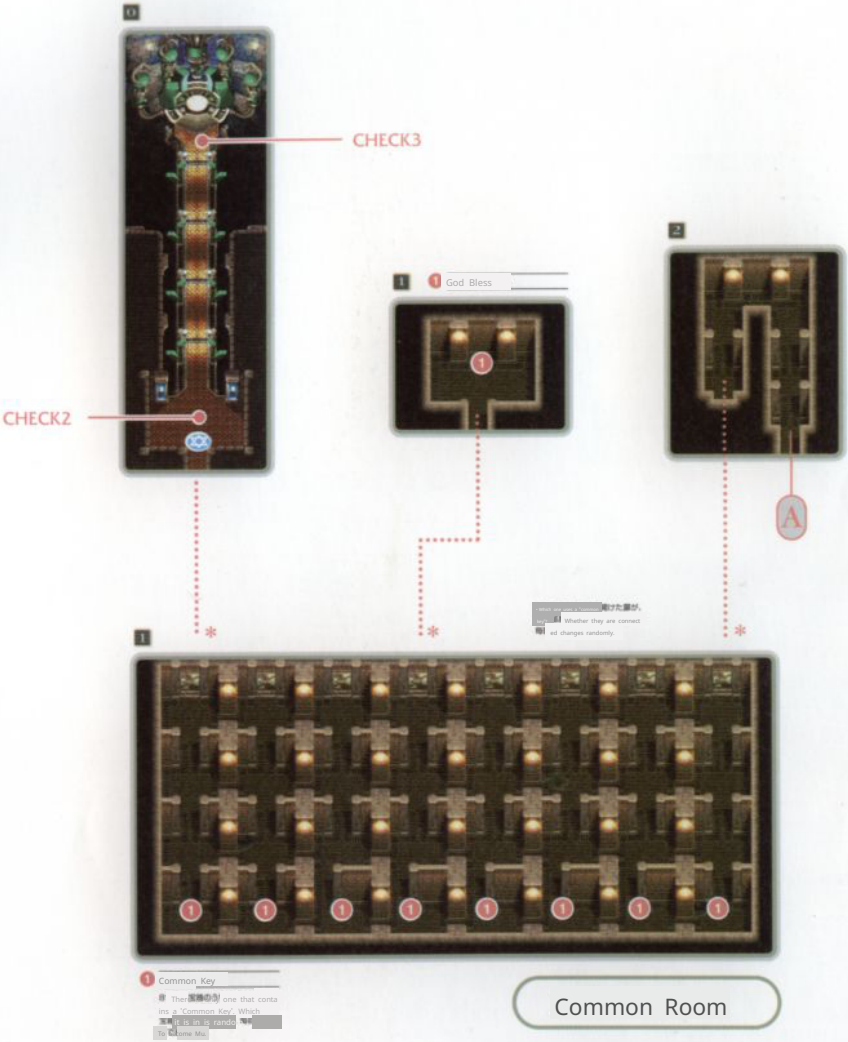
SUB EVENT

Supply 術 P231

Spell Learning P246



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CHECK3
CHECK2
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1 God Bless
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A
1
Whether they are connect
ed changes randomly.
1 Common Key
Common Room

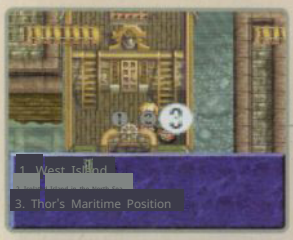
Ancient Hyper-Scientific City

32

Ancient Representati
ve CHART P26

Cress and his friends revived Yggdrasil with the power of mint and unic
orn horn. To return to their original time, they relied on the books left
by Edward and came to an ancient city submerged in the sea.

Prepare your equipment and head to Thor.



Speaking to the captain in Venice to go to Thor will prevent you from returning to town. Make su re to check your items before that. You don't nee d to buy recovery items as you can obtain them l ater, but if you intend to complete the monster g uide, don't forget to buy "Spectacles." Also, equip Cress with the "Mech Halberd" and prepare 4-6 "R eflect Rings." Once you're ready, head to Thor.

Luck is needed to proceed.

Once you arrive in Thor, obtain the "Trump" from the buildin g on the left. Then, examine "CHECK" to disable the security sy stem and gain access to the central building. Before proceedin g further, replenish your items at the supply robot.

The doors to the three rooms accessible from the common room, as wel l as the treasure chest containing the "Common Key," change randomly eac h time, so you have to rely on luck to proceed.

When you arrive at the room with the memory circle, s ave immediately. If you proceed to CHECK2, you will encou nter 4400R x3 and 2SH x2 in battle. Once the battle begin s, move under the 4400R on the left, moving all enemies t o the right, and have Cress repeatedly use Tiger Teeth De mon Slash to keep the enemies away, while Klarth uses U ndine and Arche uses Indignation to attack. After the battl e, once you obtain the "Diamond," restore the city functio ns at CHECK3, recover HP and TP with Medical Treatment, and save at the memory circle. If you haven't obtained th e God Press spellbook yet, go back and get it.

You won't be able to return to town. If you're thinking about the Collector's Encyclopedia, it's a good idea to visit every town and buy any items you don't already have.

Mech Halberd: A polearm with no attribute and excellent reach. Living S words that appear in Thor will recover from Light attribute attacks, so be sure not to equip the "Moon Falx."

Reflect Ring: Can be obtained by using a "Rune Bottle" on a "Res ist Ring" or "Force Ring."

When Destiny Changes

33 Catacombs
CHART P26

Aselia Year 4204, May 21st. In the catacombs, just as Daos' power was about to be unleashed upon Morrison, Cress and the others appeared, having time-warped amidst a dazzling light.

MONSTER

Daos (Modern)
P348
BOSS

INFORMATION

Seal Daos' actions with Cress

Before time-warping from Thor, change each character's equipment. Equip Cress with the "Mech Halberd" as his weapon and the "Piyo Hammer" as his accessory. To nullify Daos Laser and Daos Collider as much as possible, equip Mint and Arche with "Mithril Mesh" and two "Reflect Rings" each as accessories. If possible, equip Claus with a "Reflect Ring" as well.

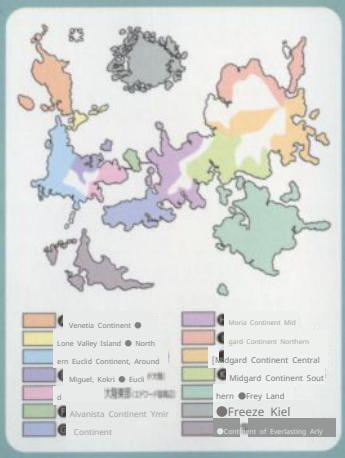
"When you execute the time warp from the Mother Computer, you will immediately fight Daos. Although Daos himself is generally powered up, it will be easier to fight than last time because there are no small fries. The basic strategy is the same as last time. At the start of the battle, have your companions stay put while Cress charges in, sealing Daos's movements with combinations such as Tiger Fang Destruction and Assault Claws Rending. Arche attacks from behind with Indignation, and Claus attacks with Sylph or Maxwell. Mint uses Sharpness on Cress and then concentrates on healing. Keep Claus in a standby state by pressing a button with a shortcut, and cast a spell at the timing to follow up when Cress is attacked or when there is an opening after a secret technique.

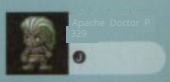
After winning the battle with Daos, the catacombs suddenly begin to collapse. Cress and his friends manage to escape by a hair's breadth, and Daos's corpse is buried in a mountain of rubble.

The techniques Daos uses are almost the same as when we fought him last time. Despite being told that "he can't be hurt unless it's magic," he hasn't changed to the point where he's weak against physical attacks. Even Daos couldn't level up while sealed away, apparently.

Standby State: The spell will not activate while you hold down the shortcut button, even after the spell's casting time has ended. Release the button when you want to cast the spell.

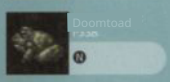
Super Ancient City Thor
Secluded Island of the North Sea - Eroded Cave
Freeze Keel Town
City of Venice
The Isolated Western Island: Demitel's Mansion
Lone Valley
Euclid's City
Mountain Path
(Port)
Spirit Mana Full
Miguel's town.
Morrison Magic Research Institute
Southwest Tent of the 12 Zodiac Towers
Spirit Forest
Morrison's House
Tent southwest of Arvanista
Moria Mines
Vault's Cave
Port 2
Water Mirror Ymir Forest
Ymir Forest East Tent
Mine Ruins
The Town of Everlasting Darkness, Arly
Cave Between
Geese Shop




Apache Doctor P329
J

Death Stalker P337
L

Garkars P334
N

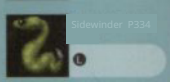

Doomtoad P335
M

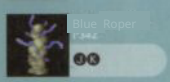
Killer Bee P332
D E F G

Bach P3
A B C D E F H

Cocadrille P3
L

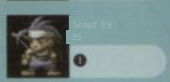
Black Slime 1341
I


Sidewinder P334
L


Blue Roper P342
J K

Scavenger P335
A B F G H J K

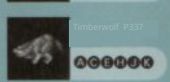
Predator P342
B C H

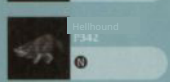

Scout P3
I

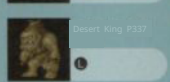
Frost King P342
M

ChunChun P337
G

Frostpanni P346
I M

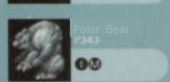

Timberwolf P337
A C E H J K


Hellhound P342
N


Desert King P337
L

Boggart P343
N

Desert Fly P337
L


Polar Bear P343
I M

WORLD MAP

Aselia Calendar 4354 ~ Future ~

EVENT 34

Miguel's Town

CHART P27

SUB EVENT

Secret Teachings P231

The Wonderful World of Taste P242

Secret Art Acquisition P244

Spell Learning P246

Collectibles Acquired P249

"To the Field

To the field

To the field

① Miguel 剃術道場

② Carlos Church

③ 武器屋「虎牙破斬」

Krishmarld	1400
Waroon Sword	1600
Masks Sword	34800
Crescent Axe	1800
Bardiche	2980
Sadhingrave	50560
Halberd	4000
Mech Halberd	22000
Composite Bow	3000
lby Wand	1240
Presto Plate	3600
Plate Mail	24500
Holy Cloak	56000
Mithril Mesh Feet	30000
Shield	1150
Fine Shield Ar	15800
met Helm	1320
Cross Helm	5000
Round Beret	1420
Fine Pellet Strip	3600
e Ribbon	4000
Gauntlets	1200
Oven mitt	300

④ 民家

6 "Miguel NN」

1泊	96

⑤ 雑貨屋「Benjamin"

Apple gummy	60
Orange Gum	200
my Mix Gum	1000
my Banacea Bottle	350
Life Bottle	300
Flare bottle	150
Liqueur Bottle	60
Holy Bottle Dar	80
k Bottle	20
Rune Bottle	3500
Spectacles Hea	10
vy Boots Leat	1040
her Mantle	100
Sheep's Mantle	2000
Talisman	2000
Balalaika poison	27200
check rabbit s	6200
ymbol	200
White Mist	5000
Feet Symbol A	7200
ttack Symbol H	10000
oly Symbol My	100000
stic Symbol	674100
Silver Cave	3030
Treasure Chest "Hourglass"	

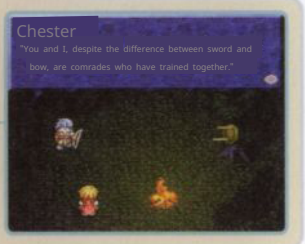
Transcending time for the third time...

EVENT-34 ミゲールの町 CHART P27

Daos was alive! After being told this fact by Harrison, who came from the future 50 years later, Cress and his friends traveled to the future to save the world and settle the score with Daos.

Save your money carefully.

Once you arrive in Miguel and receive the new "World Map" from Harrison, first stay at the inn. This will trigger Chester's training event (see P231), and Chester will gain experience points. This will save you a little bit of the trouble of raising Chester, whose level is extremely low compared to the other four. After that, talk to the receptionist at the Miguel dojo and then stay at the inn again to obtain the Ougi Denshou title (see P231). With this title, you will be able to use the Albein-style ultimate technique, Meikuuzanshouken. The conditions for using it are strict (see P299), but it's worth remembering. The weapon shop sells powerful equipment, but you'll be able to buy even more powerful equipment if you go a little further. Here, just replenish your recovery items and food, and try to keep your expenses down as much as possible.



Collect collectibles.

Talking to the collector in town will teach you about collectibles, after which you will receive a "Black Card." Most collectibles do not have special effects, but you need to collect them all to earn the Item Collector title (see P249). By the way, the "Black Card" that you can get here can be obtained as many times as you want if you don't have it.

Experience Points Added: The experience points added vary depending on the difference in experience between Cress and Chester. Basically, the greater the difference in experience, the more experience points are added.

Raising Chester: Experience points are added even if he doesn't participate in battle, as long as he isn't incapacitated. It's better not to have Chester participate in battle until his level has risen to a certain extent.

Kuushin Shoken (空新翔剣): When activated, this special skill nullifies all enemy attacks, making it a fitting ultimate technique.

Special Effects: Of the 14 collectibles, only the "Klio's Mirror" (see P322) has a special effect.

EVENT 35

Mountain Path

CHART P27

INFORMATION

●Enemies that use poison attacks will appear.

MONSTER

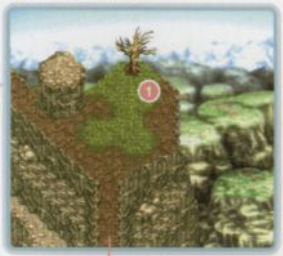
King Cobra
P332

Badakh
P339

Predator
P342

Euclid Area

6 ① Reverse Doll



6

3

3

Euclid Area

Miguel Area

After 150 years...

35

CHART P27

150 years after the era of Cless and 50 years after the era of Cress, a mountain path. The scenery seems familiar, yet something is different. With a strange feeling in their hearts, the group headed to Venice, where Harrison awaited.

Is the 'Reverse Doll' necessary?

Topographically, it is exactly the same as before, but the enemies that appear, King Cobra, Badah, and Predator, are a little stronger. For the time being, all the enemies that appear are weak against fire, but it's probably not worth changing equipment just for that.

There are two routes to Euclid: the northern route and the western route. The northern route has a treasure chest containing a "Reversedoll," but as in the present and past, the northern route has a high enemy encounter rate, so you will inevitably fight many enemies. The enemies that appear here give little money and experience, so unless you really want the "Reversedoll," it's better to ignore the item and take the western route.

Before going to Venezia

Cress and the others' next goal is to meet Harrison in Venezia, but on the way from the mountain path to Venezia are Euclid (see P156) and Lonvaley (see P218). Both have sub-events, so you can stop by before heading to Venezia. An unfamiliar old man now lives in Arche's house in Lonvaley, but you can still rest in the bed as before. Use this as a base to go and get some items that can be found in the Lonvaley cave.

If you equip the Reverse Doll, even if your HP reaches 0 in battle, you can revive with your HP restored to 50 percent of your maximum HP. It seems convenient, but it's not very useful because it only works once per battle, and it breaks and disappears after it takes effect. Arche's House: According to the old man, this house was vacant. Where did Arche go in this era? If she's a half-elf, she should still be alive... Unfamiliar Old Man: If you haven't learned the Stone Blast and Ice Tornado spells in the past, you can learn them here. However, Stone Blast costs 250 Gald, and Ice Tornado costs 800 Gald.

EVENT 36

City of Venice

CHART P27

SUB EVENT

Piano Teacher P232 Mystic Art Acquired P244 Spell Learning P246 Collectibles Acquired P249

City of Venice

To the field

①② Input Company Riot

Changes depending on the Nanc
y Bent in the era. Volume 22

3 Private House

4 Ferry

1 time	30

65 宿屋 Area"

1泊	48

6 防具屋 See-through

Plate Mail, Mi	24500
thril Plate, Holy	50000
Cloak, Mithril	56000
Mesh Feet, Shi	30000
eld, Fine Shiel	1150
d	15800
Armet Helm	1320
Cross Helm	5000
Round Beret Fi	1420
ne Pellet Pretty	3600
Ribbon Gau	7500
ntlet	1200
Mithril Glove Kitch	10000
en Mitt	300

7 武器屋 "Sword

Waroon Sword	1600
Masks Sword	34800
Sinclair Bald	49800
ish Hardcleav	2980
er Sadingrave	65530
	50560
Halberd	4000
Mech Halberd	22000
Composite Bow	3000
Ruby Wand	1240

① Ingredient "Waterfront"

Tuna	240
	140
Sardine	100
Squid	50
Tak	60
oebe	160
Kombu	180
Egg	20
Bread	20
Rice	32
Dried laver	16
Chicken	40
Beef	64
Pork	56
Carrot	150
Cabbage	40
Apple	40
Strawberry	220

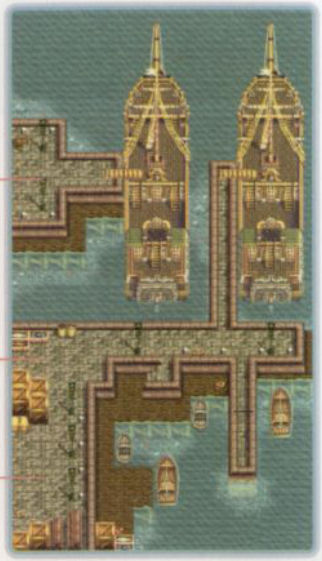
010 Mayor's House

11 渡し船

1 time	30

12 道具屋 "Malaga Sea"

Apple gummy	60
Orange Gel	200
Mixed Gummies	1000
Banasi Bottle	350
Life Bottle	300
Heavy Boots Lea	1040
ther Mantle She	100
epskin Mantle	2000
Stone Check	46200
Balalaicheck P	27200
oison Check W	6200
hite Mist	5000
Feet Symbol At	7200
tack Symbol Ho	10000
ly Symbol Misty	100000
Symbol Silver	674100
Cave	3030

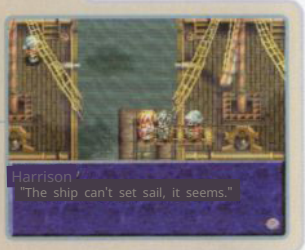


Port of Venice

Seeking a New Path

EVENT 36 City of Venice
CHART P27

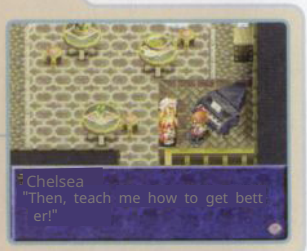
Cress arrived in Venice to board a ferry, but the sea was already under the control of Dhaos. Seeking a new path, they head to Euclid.



Complete Errands Before Going to Harrison

In Venice, the story progresses automatically when you go to Harrison at the port, and you will be forced to return to Euclid in an event. If you have errands to run in Venice, it's best to complete them before meeting Harrison.

At the Mayor's house, the piano teacher event (see P232) occurs. Teach Chelsea the piano and then leave town, repeating this to advance the event to the end in one go. At the grocery store, you can obtain the collectible "Green Card" in exchange for "Melon" and "Kelp." You can obtain as many "Green Cards" as you want, as long as you have "Melon" and "Kelp." The sub-events for learning ultimate skills and spells will only occur here if you haven't learned them in past Venice. While you're at it, it's a good idea to check on the Riot Import Company (see P228).



EVENT 37

Euclid's City

CHART P27

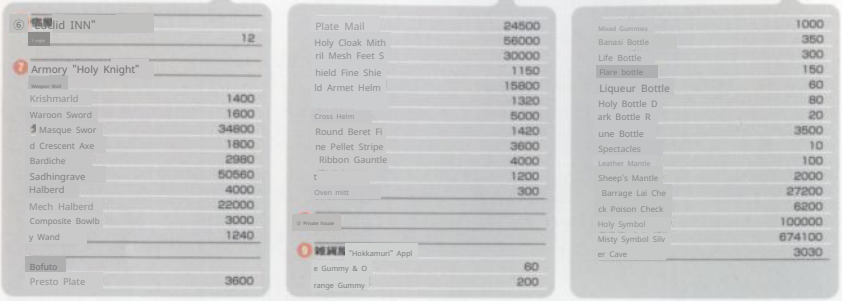
SUB EVENT

The food shop is in an uproar. P227
Arena P240
Kouzou, Okiyo intrudes! P235 W
Collectibles Acquired P249
Euclid King's Financial Assistance P232)
Lilith Joins the Fray! P241
onderful world of taste P242

1 Private house	
2-3 Euclid National Academy of Sciences	
4 Odd-job shop "Heroherone"	
Apple Gummy	60
Orange Gum	200
my Mix Gum	1000
my Banasea Bottle	350
Life Bottle	300
Heavy Boots	1040
Leather Mantle	100
Thieves' Mantle	2000
Stone Check Tali	46200
sman	2000

Balalaicheck Poi	27200
soncheck White	6200
mist Feetsym	5000
bol Attacksymb	7200
ol Holysymbol	10000
Mistysymbol	100000
	674100
Silver Cave	3030
5 ""	
Carrot	150
Cabbage	40
Lettuce	110
Daikon Radish	1600
"Potato	250

Tomato	190
Onion	210
Apple	40
Lemon	160
Strawberry	220
Banana	190
Chicken	40
Beef	64
Pork	56
Cheese	40
Egg	20
Bread	20
Rice	32
Consideration	16

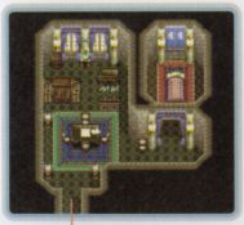


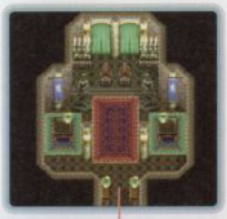
About Title Appraiser

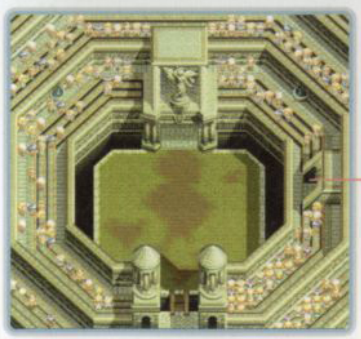
At the entrance of Euclid Castle, there is a Title Appra iser. If you talk to this person, you can hear their evalu ation of the title each character currently holds. There ar e a total of 6 types of appraisals from the appraiser, an d basically, the more difficult a title is to obtain, the hig her the evaluation you will receive. The evaluations for e ach title are as follows. The appraiser's evaluation is sim ply a compliment to those who have worked hard to obt ain the title, and there are no other benefits.

See page 250 for the conditions to obtain each title.
Only 4 titles can achieve the highest evaluation.

Appraiser's Evaluation	Kress	Chester	Mint	Klaus	Arche	Suzu
You will have a long way to go.	Apprentice Swordsman Swo rdsman	Hunter R anger	Healer Cl eric	Magic Scholar Tamer	Magic User Wit ch	Sparrow Ninja Bee Ninja
I see.	Play Pfenzer Archer Ougi Denshou C ombo Master B erserk Mach youth	Kind Big Brother	Cupid Songs tress Piano teacher	Enlian's person		
Not bad!	Battle Master	Sniper	Brewster Bishop	Summoner Elementaler Treasure Hunter	Mage Sorcerer GROOVY	Swallow Ninja Hayabusa Ninja La nd Steward
Awesome!	Sword Master Fen cer Champion Gourmet Mast er Space-Time Swo rdsman	Shooter Str iker Hard W orker Go urmet Master	Cardinal Bo bo Pu re Gl Gour met Master	Warlock Su mmoner Gour met Master	Wizard Sp ell Master Gou rmet Master?	High ninja cra ne ninja gour met master shin obi
This is amazing... thi s is something!	Last Fencer Gil gamesh			Monster Master I tem Collector		
Somehow, That's a weird title...	Pebble Game Master	Lewd Great King Ultra Mach Dude Tough guy	Boing-chan	Butt-Driven Man	Glutton Flat as a pancake Resentful girl XX cook	Extremel y sweet tooth, spicy girl







To the field

Euclid's

Euclid Castle

Midgard's Legacy

EVENT-37 Euclid's City
CHART P27

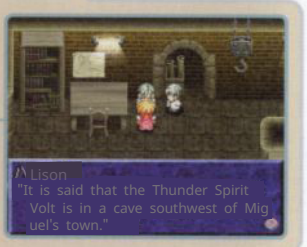
The arcane science that Midgards, now lost, researched extensively. A facility in Euclid is said to have inherited that research. At that facility, Cress and his friend s hear about the "Rare Bird," a product of arcane science.

Let's go look for Volt.

After leaving Venice, Cress and his friends arrived at a building northeast of Euclid. It's the place where Cr ess's uncle, Olsson, used to live. Here, Cress and his fr iends hear about the Rare Bird, a flying machine that utilizes arcane science, from Stanley, the director of the laboratory. The Rare Bird has already been put to pra ctical use, but it doesn't have the ability to fly as far a s Alvanista at this stage. Therefore, in order to power up the Rare Bird, Cress and his friends receive the "Sa rdonyx" ring from Stanley and then go to search for t he thunder spirit, Volt. The location of the cave where Volt is can be obtained from Harrison.

Prepare your equipment before heading to the arena.

A martial arts tournament is being held in the Euclid Castle arena (see P240). There are no specific requireme nts for participation, and winning grants various items. H owever, in the arena, Cress will fight powerful enemies o ne-on-one, and the number of usable recovery items is li mited, making it difficult to win with the equipment avail able at this point. It would be wiser to wait until you ob tain the Rare Bird and acquire powerful equipment from around the world before attempting it.



After receiving financial support from King Euclid and learning how to make steak from the cook on the 3rd floor of the castle, re plenish your items, especially food, and then head to the Volt's Ca ve, which is said to be southwest of Miguel.

Recovery Items: Recovery items are limited, but items such as "Flare Bottles" and "Hourglasses" can be brought. Food R esupply: Items can be resupplied at Morrison's house near Vo lt's Cave, but food cannot. Since you may be poisoned or pa ralyzed in Volt's Cave, buy "Bread," "Lettuce," and "Egg" for s andwiches, and "Apple," "Strawberry," and "Banana" for fruit j uice to recover TP.

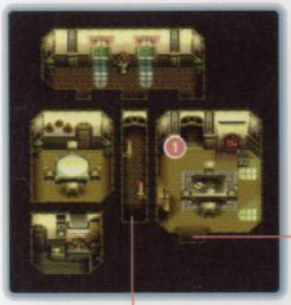
Morrison's House

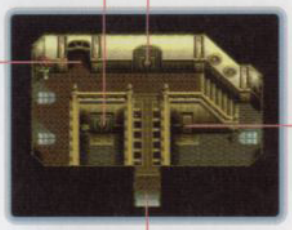
CHART

SUB EVENT

The Wonderful World of Taste P242

Collectibles Acquired P249





To the field

1

Apple Gummy	60
Orange Gum	200
my Mix Gum	1000
my Banasea Bottle	350
Life Bottle	300
Flare bottle	150
Liqueur Bottle	60
Holy Bottle D	80
ark Bottle	20
Rune Bottle	3500
Spectacles	10

2 Bed

1泊	Free

Descendants of the Great Mage

Morrison's
CHART —

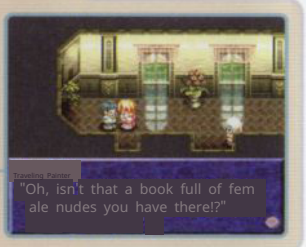
Cress and his friends continue their journey, searching for the cave rumored to house the spirit Volt. Along the way, the group discovers a familiar building. It is where Harold, a descendant of Morrison, lives.

A base for conquering Volt's cave

Harold's family, the grandson of Trinex D. Morrison, lives in Morrison's house. Although he doesn't have the power to fight enemies like Edward or Trinex, he promises Cress and the others as much cooperation as he can. Resting in the bed on the first floor will restore HP and TP, and you can also buy items from the merchant on the second floor. Use it as a base for conquering Vault's Cave.

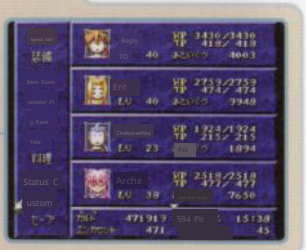
Let's learn how to cook

If you talk to the cook in the kitchen, you can learn how to make Pescatore. This dish restores only 15 percent of HP, but it can cure poison and paralysis at the same time. Be sure to talk to him.



Collectible "Krio's Mirror"

The traveling painter Curio wants a "Pin-up Mug." If you give it to him, you'll get "Curio's Mirror" in return. This item allows you to select a deformed style in the custom party display on the menu screen. Enjoy changing the display to your liking. You can find one "Pin-up Mug" in a treasure chest on the Western Isolated Island in the past, and another from the past Gnome battle. If you've already sold both, you may be able to obtain another by equipping a "Magic Pouch" (see P203) and wandering around in dungeons. (See P319)



Harold, being a descendant, looks exactly like Trinex and Edward. By the way, the color of their clothes are: Trinex is brown, Edward is gray, and Harold is dark green.
Bed: You can rest even before talking to Harold. However, whether it's Lonevally or here, Cless and the others boldly enter strangers' homes and even stay overnight without permission. One has to say they have quite the nerve.

EVENT 38

Vault's Cave

CHART P28

INFORMATION

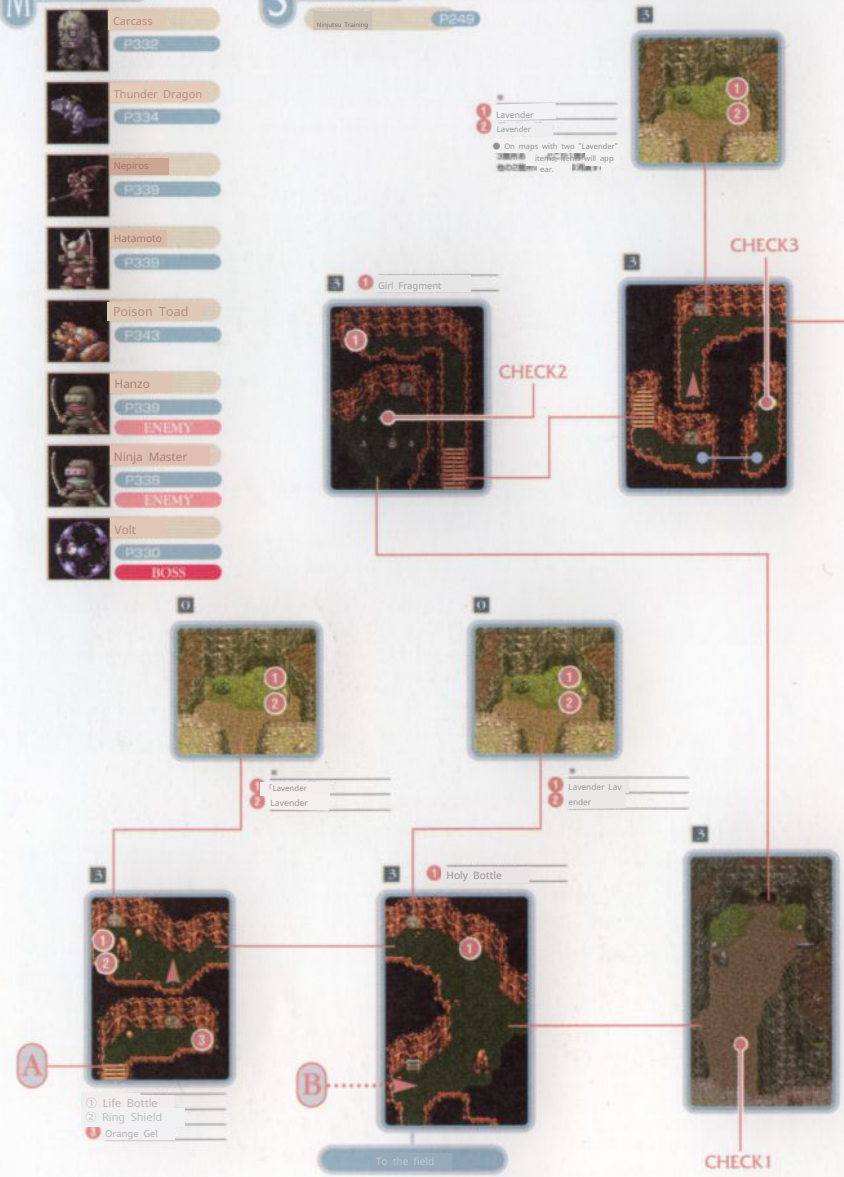
- Enemies that recover from Water and Lightning elemental attacks appear.
- Enemies that nullify Dark elemental attacks appear.
- The "Sorcerer's Ring" is required to clear.

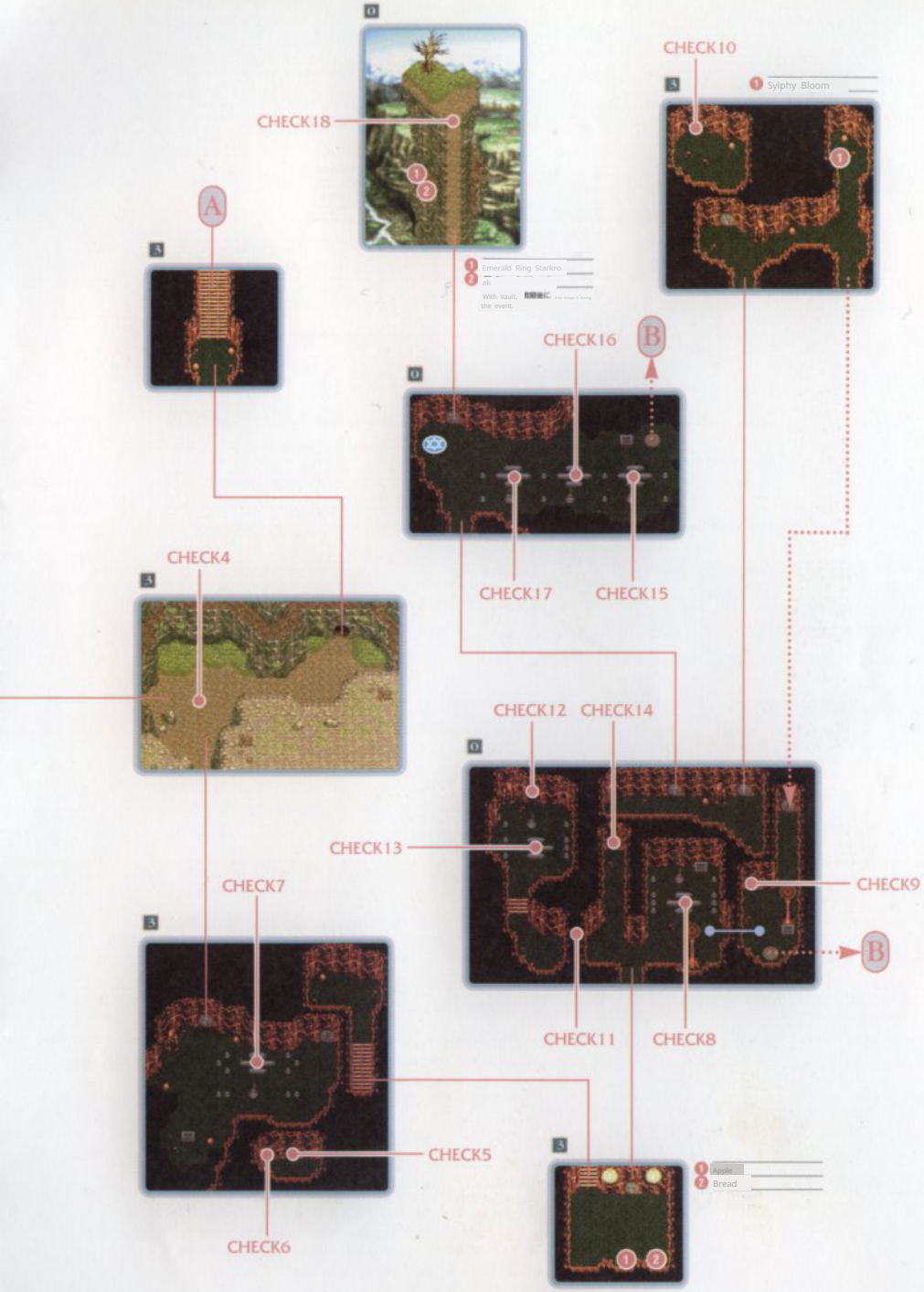
MONSTER

- Carcass — P332
- Thunder Dragon — P334
- Nepiros — P339
- Hatamoto — P339
- Poison Toad — P343
- Hanzo — P339 — ENEMY
- Ninja Master — P336 — ENEMY
- Volt — P330 — BOSS

SUB EVENT

Ninjutsu Training — P249




CHECK18
CHECK10
Sylphy Bloom
A
Emerald Ring Starkro
With Vault, the event.
CHECK16
B
CHECK17
CHECK15
CHECK4
CHECK12
CHECK14
CHECK13
CHECK9
CHECK7
B
CHECK11
CHECK8
CHECK5
Apple
Bread
CHECK6

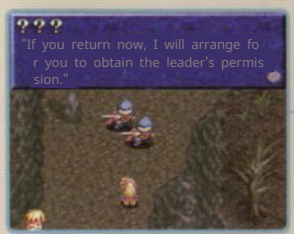
Electrified Cave

38 Naruto's
CHART P28

Cress and his friends arrived at a cave southwest of Belladum and began their search for the spirit Volt. As they progressed, solving numerous traps and mechanisms, they encountered a girl in strange clothing.

Focus your attacks with Light-based elements.

Many monsters that appear here are vulnerable to Light-based attacks. Equip Cress with the 'Moon Falx,' and have Arche use Ray to make battles easier. Klaus's Luna is less effective unless there are many enemies, so if Chester's level is high enough, you might consider replacing Klaus with Chester in the party formation.



Use the 'Sorcerer's Ring'.

CHECK1: Proceeding to CHECK1, you'll encounter a mysterious girl trying to persuade a ninja who is allied with Dhaos. Ultimately, the discussion fails, leading to a battle, and the girl defeats the ninja instantly. Afterwards, upon seeing Cress and the others, the girl tries to run away but accidentally touches a coil and gets electrocuted. Cress saves the girl, but she quickly runs off without even a thank you. CHECK2: This area contains the basic mechanism of this cave. Here, you need to shoot the coil with the 'Sorcerer's Ring' and quickly dash forward while the door is open. Equipping the 'Sorcerer's Ring' on a character who doesn't participate in battles will prevent weakening the party's combat strength. CHECK3: The switch at CHECK3 is to open the door at CHECK5 further ahead. Use the hidden passage to press it. By the way, information about this hidden passage can be obtained from a sign near CHECK5, but you can pass through it even before obtaining the information. Be careful not to go through the one-way door before pressing the switch, as you will have to make a large detour to return.

Electrocution: It's a mystery why I touched a coil that was off the path. Maybe I'm not as careful as I thought.

Party Strength: For characters participating in battle, equip them with items like the "Fairy Ring," which halves the TP consumption of their special skills, or the "Moon Crystal," which increases their maximum TP. The former can be obtained by using a "Rune Bottle" on an "Emerald Ring," and the latter by using a "Rune Bottle" on a "Black Onyx."

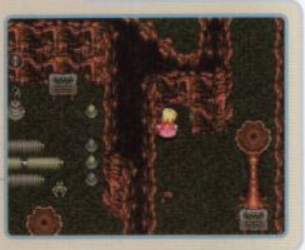
Help the Mysterious Girl

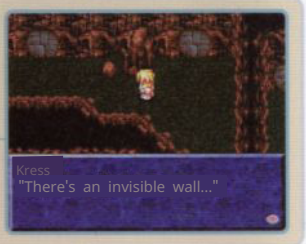
CHECK: The girl from earlier is surrounded by ninjas, and Cress will help her. The enemies are Hanzo and thr ee Ninja Masters, while you only have Cress. Once the battle starts, use Lion's Roar to push the enemies to th e left, and when they are near the left edge, inflict dam age with Tiger Teeth Destruction or Autumn Shower. Re gardless of the outcome of this battle, the girl will only tell you her name is Suzu before leaving.

Switch Circuits with Switches

If the CHECK3 switch is on, the CHECK5 door is already open. To proceed further, flip the C HECK6 switch and then shoot the coil at CHECK 7 with the Sorcerer's Ring.

To open the CHECK9 door, you need to shoot the C HECK8 coil with the Sorcerer's Ring. After shooting the coil, go through the hidden passage on the right to the door. You cannot pass through to the left from h ere because there is an invisible wall.CHECK 10 swit ch is to eliminate the CHECK1 wall. After eliminating t he wall, flip the CHECK12 switch, shoot the CHECK13 coil, and go through the CHECK1 door. If you shoot CHECK15, 16, and 17 in order from the right, the do or to CHECK18 will open. If the interval between shoo ting each coil is too long, the door will close. Try to s hoot the next one within 1 second.





Prioritize speed over power.

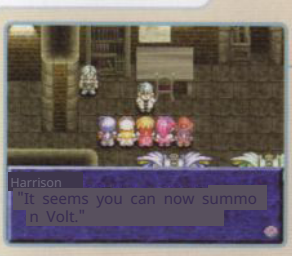
If you proceed to CHECK18, you will fight 1 Volt, 2 Hatam otos, and 1 Carcass. The effective members for the Volt battl e are the 4 excluding Chester. Cress should concentrate on defeating the small fries, Mint should be the healer, and Kla rth should aim for Volt with Sylph, which has a short casting time, focusing on sealing the enemy's actions. Arche should deal massive damage with God Breath. It is difficult to avoi d the electric shock that Volt emits. Keep attacking constantl y so that you are not hit, and if you are hit anyway, immedi ately heal with Mint's magic.

It's best to postpone investigating with "Spectacles" since both Ha nzo and Ninja Master appear in different locations. If you want t o use it here, defeat two Ninja Masters first. Victory or defeat in battle: If you win the battle, Cress helps Suzu, and if you lose, S uzu escapes on her own. After that, the story unfolds the same way in both cases. Aimed avoidance: You can avoid attacks by ju mping with manual controls. However, even if the controlled char acter avoids the attack, allies will still get hit.

Get wings and fly into the sky

39 Euclid's City
CHART P28

Having fulfilled their contract with the Sylph Volt, Cress and his friends successfully increased the flight performance of the Rare Bird. Gaining the power to soar thro ugh the skies, the group heads straight for Alvanista.



Head to Euclid

Once you've made a pact with Volt, the spirit of thunder, head to Stanley at the Euclid State Science Academy. There, you'll use Volt's power to enhance Rare Bird and Arche's broom, and S tanley will give you Rare Bird and the "Wing Pa ck" to store it. After that, chase after Harrison , who has already gone to Alvanista, and Cress and the others will also head to Alvasta.

Using the "World Map"

Unlike traveling on foot, it's easy to lose your bearings when traveling by Rare Bird. In such ca ses, the "World Map" item is useful in addition to the map displayed in the lower right corner of t he screen. With this, you can also check the locat ion of towns. For places not displayed on the "W orld Map", such as caves and tents, please use th e world map on page 148 of this book.

Before going to Alvanista

Obtaining the Rare Bird greatly expands Cress a nd his party's range of activities, and with it, the n umber of choices they have. They could simply hea d to their next destination, Alvanista, but before th at, touring the world to enhance their equipment a nd skills will make future battles easier. Refer to th e right page for specific strategies.

Rare Bird: Each character has their own color. Considering the colors h ave changed since they were first seen at the Science Academy, it seems Stanley went to the trouble of repainting them. Also, after recruiting S uzu in the Ninja Village, it's worth noting that a Rare Bird in a different color for Suzu is somehow added.

Wing Pack: A convenient item that can store a Rare Bird large enough for people to ride in a size that people can carry.

Harrison: As in Miguel's town, he somehow goes to Alvanista ahead of Cress and his party. Since they're going to the same place anyway, yo u'd think they could just go together.

Policy after obtaining the Rare Bird

After obtaining Rare Byrd, there are three things you should do: add Suzu to your party, enhance your equipment, and learn special skills. However, acquiring equipment and learning skills will cost a considerable amount of money. That's where trade goods come in handy. The types and quantities of trade goods you have at this point may vary from person to person, but most people should have around 10 "Tochukaso" obtained from the White Birch Forest. Sell these to get funds for shopping. Refer to P326 for the selling prices of trade goods.

For "Cordyceps sinensis", it is good to steal from elf villages and trade goods to earn money. Once you have Suzu as a companion, you can use Shiranui to steal from enemies.

You can sell it at a high price in the ninja village.

Make Suzu a companion

Suzu, like Cress, is a character who excels in close combat. She has the special ability to steal items from enemies and can use the skill "Ignis Fatuus," so it's a good idea to make her an ally as soon as possible. See P236 for how to recruit her. However, be aware that if you make Suzu an ally, the Yomi Live event (see P233) will no longer occur.

Enhance equipment

Power up your forces with items obtained from shops and sub-events around the world. The items you should acquire are listed in the table on the right, but in particular, be sure to get the "Muramasa" and "Elven Bow," which have high attack power and hit rate. When buying expensive items at the store, don't forget to save money with the "Miracle Charm."

Items:	Location and related page:
Murama	Ninja Village (P235)
sa Laser Blade,	Freeze Kihl Town (P172), etc., E
Elven Bow	lven Village (P234)
Misty Symbol	Miguel's Town (P150) etc
Rare Plate	. Geyse Shop (P212)
Rare Shield	Geyse Shop (P212) Ge
Rare Helm	yse Shop (P212) Geys
Rare Gauntlet	e Shop (P212) Elf Vill
Leaf Gloves	age (P234) Elf Village
Star Bloom	(P234)

Acquire Special Skills

Learning powerful special skills will make battles easier. Considering ease of use, Klass's Aska and Suzu's Karma tackle and Manjushage are skills you'll definitely want to acquire. Also, although not a special skill, you should definitely use a Fruit Punch recipe, which can restore TP. See page 242 onwards for how to obtain Klass's Aska and each skill.

Manjushage is useful when you want to initiate an encounter with an enemy.

High striking power, nullified

Its strength lies in its resistance to scrolling.

EVENT 40

Alvanista, the Capital City.

CHART P29

SUB EVENT

Sakuraba's Piano P229
Alvanista Memorial Race P231
Button Pressing Game P232
Yomi Live P233
The Wonderful World of Taste P242
Secret Art Acquisition P244
Spell Learning P246

Alvanista Port

To the field

① 宝 OTH Stark Cloak)

Did

1/2 when entering Vanis

"celery," "verbena," and "lavende

r."

② Super "Overeating"

Chicken	40
Beef P	64
ork Ch	56
eese	40
Egg	20
Bread	20
Rice	32
Consideration	16
Carrot	150
Cabbage	40
Cucumber	90
Apple	40
Strawberry	220
Banana	190
Tuna	240
	140
Sardine	100
Konnyaku	300

③ 宿屋 Alvanista Inn

1泊	60

③ "Sweetami" Apple

Gummies	60
Orange Gel	200
Mixed Gummies	1000
Banasi Bottle	350
Life Bottle	300
Flare bottle	150
Liqueur Bottle	60
Holy Bottle D	80
ark Bottle	20
Rune Bottle	3500
Spectacles	10

Underg Guild "Panic"

67 "Lirne

Weyue Wall

Masks Sword	34800
Sinclair De	49800
stroyer Holy	80000
Sword Bardic	88800
he Hard Cle	2980
aver Sading R	65530
ape Mech Halb	50560
erd Ball Axe	22000
	65140
Composite Bow	3000
Crane Winkle	7000
Ruby Wan	1240
d Holy Staff D	6000
eck Brush	600

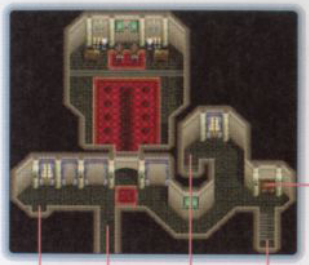
Plate Mail	24500
Mithril Plate Hol	50000
y Cloak Mithril	56000
Mesh Feet Shiel	30000
d Fine Shield A	1150
rmet Helm Cros	15800
s Helm	1320
	5000
Round Beret	1420
Fine Pellet	3600
Pretty Ribbon	7500
Gauntlets	1200
Mithril Glove	10000
Oven mitt	300

0 Private Houses

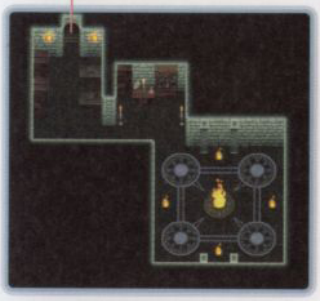
④ 10 Item Shop "Calendar" He

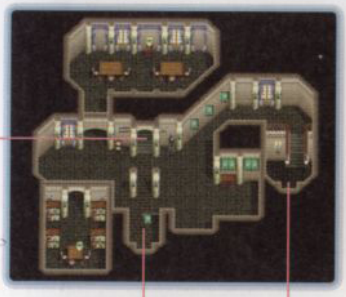
avy Boots	1040
Leather Mantle	100
Thieves' Mantle	2000
Stone Check	46200
Talisman	2000
Paralyze Check	27200
Poison Check	6200
White Mist	5000
Feet Symbol At	7200
tack Symbol Ho	10000
ly Symbol Misty	100000
Symbol Silver	674100
Cave	3030

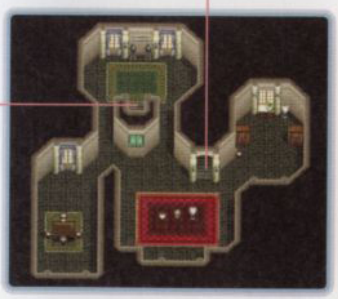
Alvanista, the Capital City.

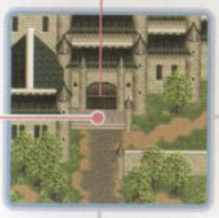


Alvanista Castle





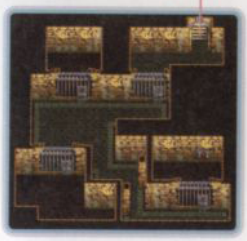




CHECK1

To the field

To Alvanista



What is the means to defeat Dhaos?

EVENT-40 アルヴァニスタの街

CHART P29

Cress and his friends, having arrived at Alvanista Castle, reunite with the court magician, Luan Grom. Afterwards, they have an audience with the King of Alvanista and learn about the existence of a magic sword that can seal Dhaos's time transfer.

Get information about the Fenril Church

Once you arrive at Alvanista Castle, first go to "CHECK." Harrison will appear and guide you into the castle. If Suzu is in your party at this time, you can see her climbing along the castle walls. After hearing about the time-manipulating magic sword from Rungrom and King Alvanista inside the castle, be sure to ask the magician in the magic research lab for the location of Freeze Kiel, where the Fenril Church is located.

Before leaving Alvanista Castle, talk to the man on the second floor and play the button-pressing game. In this game, you can obtain defensive equipment such as "Pretty Mittens" and "Star Beret." You can also get other good items, so you may want to spend some time earning items.

The location of the three sacred treasures

From the information obtained in the Magic Research Lab, it is clear that the Three Sacred Treasures are the Ice Sword, the Flame Sword, and the Diamond Ring. We already obtained the "Diamond" in Thor in the past, so there are two left. The Ice Sword is in the Ice Cave accessible from the Fenrir Church in Freeze Kiel, and the Flame Sword is in the Flame Tower east of Olive Village. The order is arbitrary, and there is not much difference in difficulty between the two, but considering the battle, it is better to go to the Ice Cave first and have Cress learn Dimension Slash and Arche learn Tidal Wave.

Suzu The series of actions until Suzu climbs the wall and gets behind Rungrom is all done outside of Harrison and Rungrom's field of vision. Button-pressing game You can try as many times as you like, and you may also receive herbs. By using this, you can maximize the HP, TP, Strength, and Agility parameters of the character. However, this requires extraordinary perseverance and a huge amount of time. By the way, the maximum value of each parameter is 9999 for HP, 999 for TP, and 999 for Strength and Agility. Dimension Slash It has the characteristics of a quick attack judgment and a very long reach. It is very useful in both boss battles and normal battles. The disadvantage of high TP consumption can be compensated by equipping the "Fairy Ring".

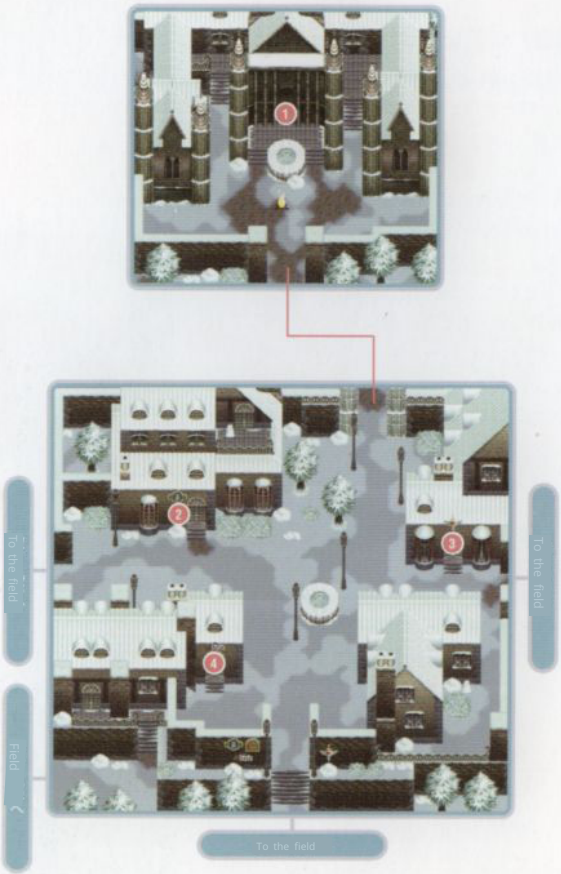
EVENT 41A

Freeze Keel Town

CHART P29

SUB EVENT

Nancy and Elwin P228
The Wonderful World of Taste P242
Secret Art Acquisition P244



① Fenrir Acid Society

② Super "Freezer" (道具屋)

Heavy Boots	1040
Leather Mantle	100
Thieves' Mantle	2000
Stone Check Talism	46200
an	2000
Balalaika Check	27200
Poison Check W	6200
hite Mist Feet	5000
Symbol Attack Sy	7200
mbol Holy Symb	10000
ol Misty Symbol	100000
Silver Cave	674100
	3030

Super "Freezer" (Food)

Chicken	40
Beef P	64
ork Ch	56
eese E	40
gg Bre	20
ad Rice	20
	32
Itari	16
Carrot	150
Potato	250
Onion	210
Apple	40
Lemon	160
Banana	190
Squid	50
Octopus	60
Shrimp	160

Medicine Seller "Toyama"

Apple Gumm	60
y Orange Gum	200
my Mix Gum	1000
my Banacea Bottle	350
Life Bottle	300
Flare bottle	150
Liqueur Bottle	60
Holy Bottle	80
Dark Bottle R	20
une Bottle Sp	3500
ectacles	10

③ Armory "Iced Coffee"

Damascus Sword	34800
Sinclair	49800
Destroyer	80000
Laser Blade	200000
Bardiche	2980
Hard Cleaver Sa	65530
din Grave	50560
Mech Halberd	22000
Ball Axe	65140
Crane Wing C	7000
rescent Arrow	148000
Ruby Wand	1240
Holy Staff	6000
Plate Mail	24500
Mithril Plate Hol	50000
y Cloak Mithril	56000
Mesh Feet Shield	30000
Fine Shield Ar	1150
met Helm Cross	15800
Helm	1320
	5000
Round Beret Fin	1420
e Pellet Pretty R	3600
ibbon	7500
Gauntlets	1200
Mithril Glove Kit	10000
chen Mitt	300

0 (Sessumakute)

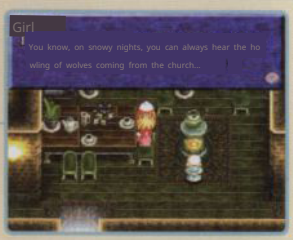
	110

A Town of Extreme Cold

Three types of weapons that could become trump cards for defeating Dh aos. Seeking their whereabouts, the party headed to the ice continent wh ere the ancient great power Fenril was said to have existed.

A must-have item is the "Rune Bottle."

Once you arrive in the town of Freeze Kiel, start b y replenishing your items and gathering information. For the exploration ahead, the "Rune Bottle" is esse ntial, so you'll want to have at least 5-6 of them. Al so, don't forget to buy the Secret Book of Lion's Roa r Destruction from the swordsman at the inn for 33, 000 Gald, and learn how to make Beef Stew from th e cook on the second floor of the Super.



How to break the church's seal

At the inn, you can hear rumors of a church wher e the howling of wolves can be heard on snowy nigh ts. The church door is sealed with ice, but if Cress a nd his friends have already met with the King of Alva nista, the seal will break along with a warning from a mysterious voice, allowing you to enter the church.

EVENT 41B

Ice Cave

CHART P29

INFORMATION

- Enemies that recover from Water and Dark attribute attacks appear.
- Enemies that nullify attribute attacks appear.
- Enemies that use poison and petrification attacks appear.
- "Sorcerer's Ring" is required to clear.

MONSTER

Ice Golem
P328

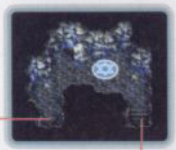
Kunoichi
P332

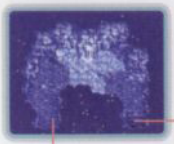
Priestess
P341

Frost King
P342

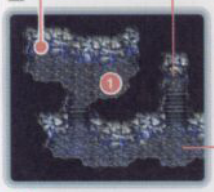
Lesser Demon
P345

Fampyr
P340
BOSS

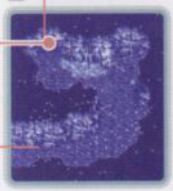




CHECK1



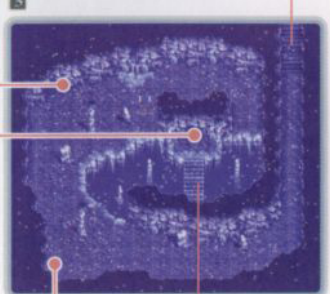
CHECK2



1 ? HELMET (Duel Helm)

CHECK3

1 ?CLOTH Stark Cloak

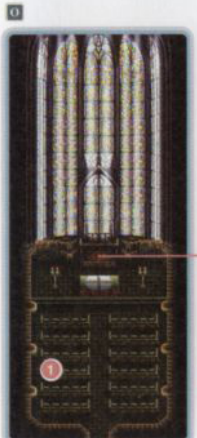


CHECK6

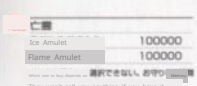
CHECK4

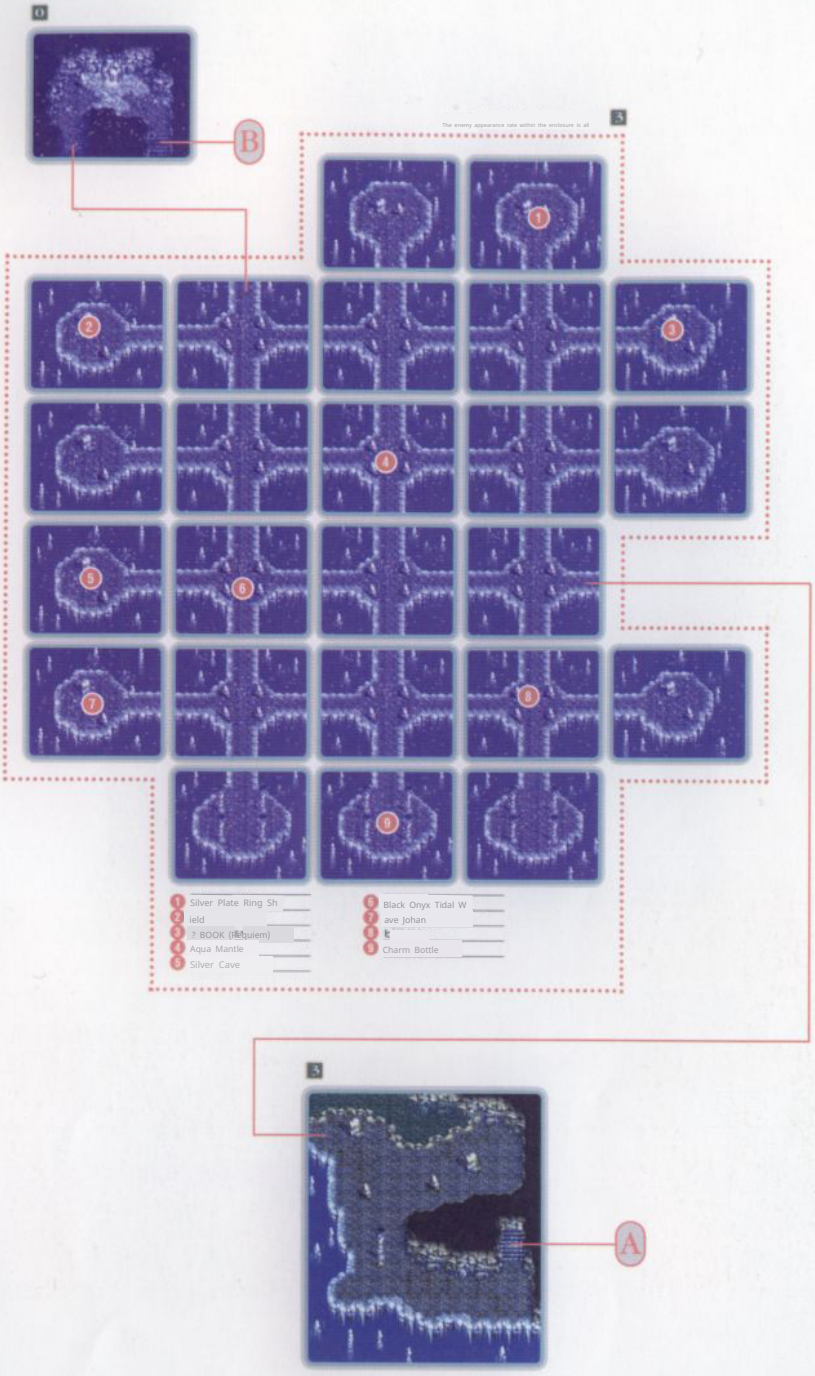
CHECK5

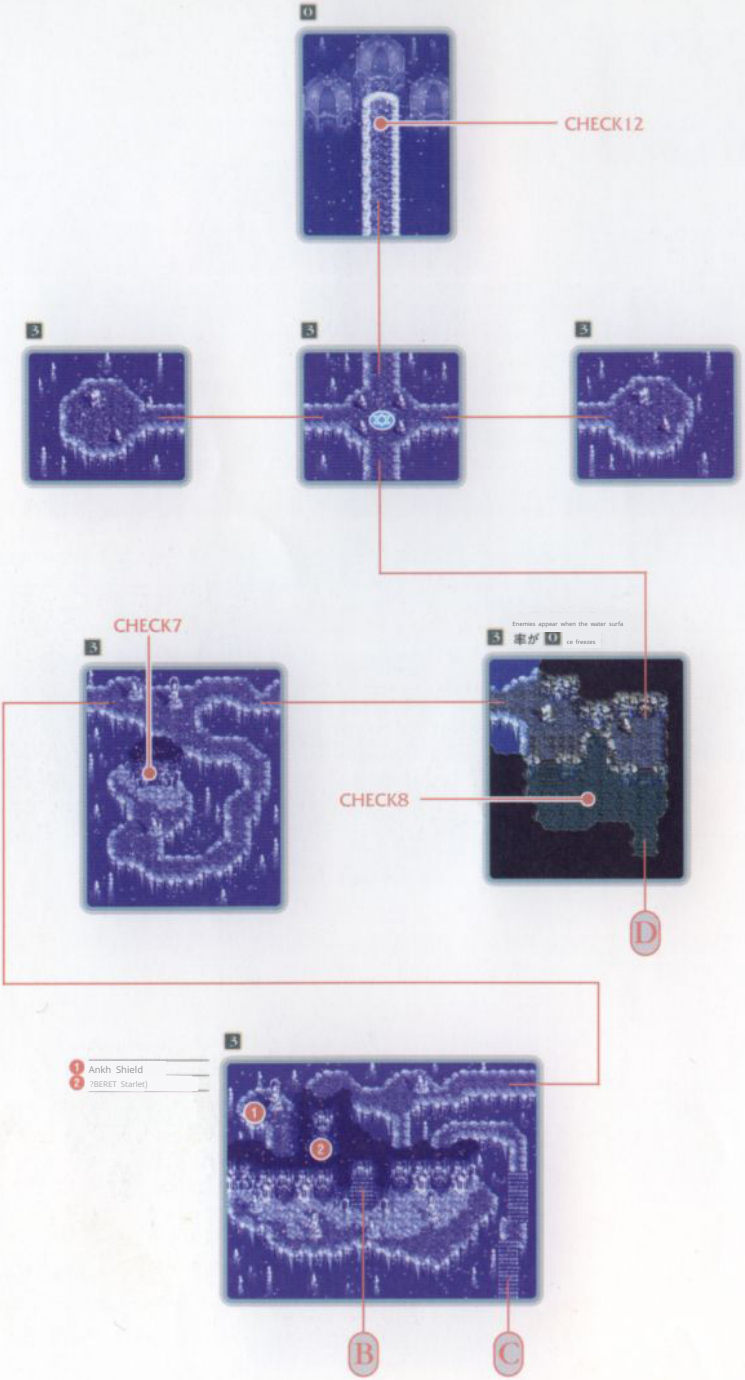
A

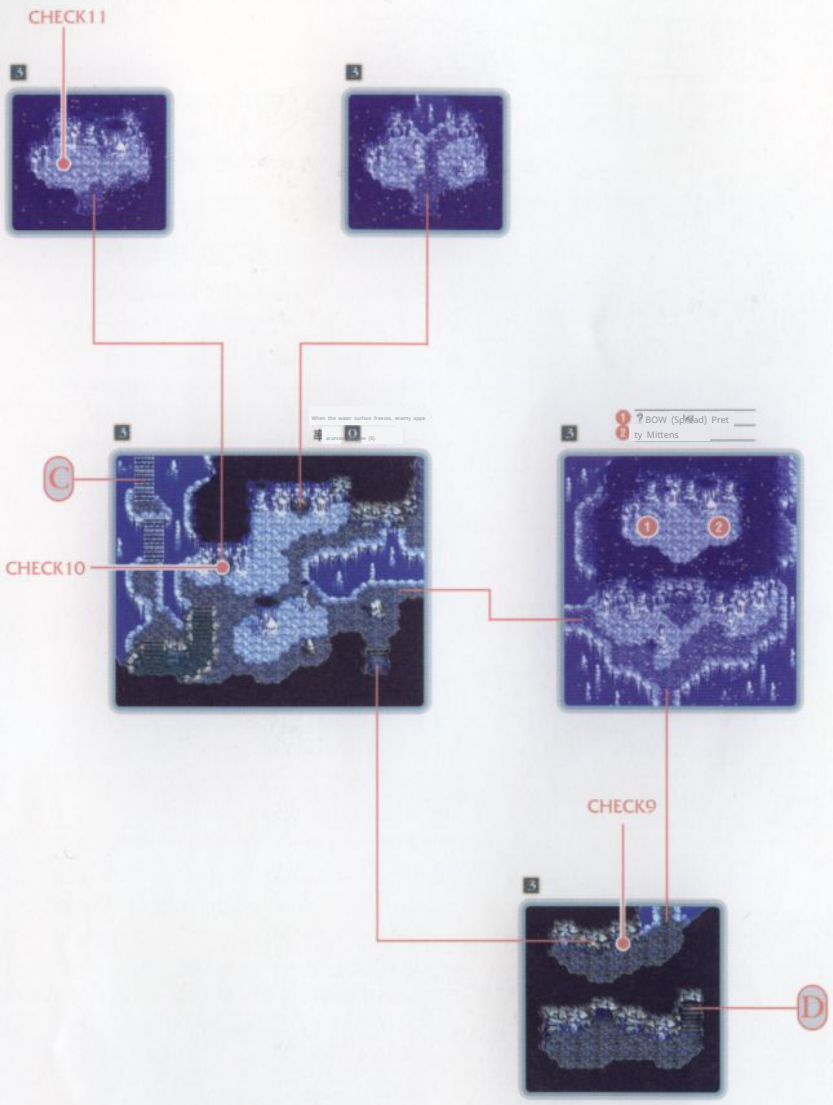


Outside Fenrir Church




0
B
The enemy appearance rate within the enclosure is all
3
1
2
3
4
5
6
7
8
9
1 Silver Plate Ring Sh
2 ield
3 ? BOOK (Requiem)
4 Aqua Mantle
5 Silver Cave
6 Black Onyx Tidal W
7 ave Johan
8 t
9 Charm Bottle
3
A


0
CHECK12
3
3
3
CHECK7
3
Enemies appear when the water surfa
3
ce freezes
CHECK8
D
3
Ankh Shield
7BERET Starlet)
1
2
B
C

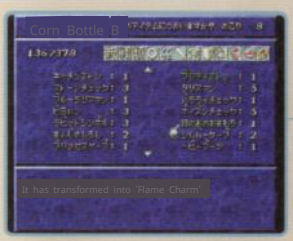

CHECK11
C
CHECK10
CHECK9
D

Encounter with the Wolf King

Of 41B

CHART P29

Resisting the final warning issued by the Guardian of the Ice Sword, Cress and his companions step into the entrance that appeared at the altar. What spread before them was an extremely cold world where everything was frozen.



The most important item is the "Flame Charm."

In the Ice Cave, there are floors where the entire party's HP is drained due to the biting cold. To prevent this damage, equip each character with a "Flame Charm." If you have enough money, purchase "Flame Charms" and "Ice Charms" for 100,000 Gald each from the ghost inside the Fenrir Church. Note that the ghost will not sell you the items if you have both types of charms, so use a Rune Bottle to transform the "Ice Charm" into a "Flame Charm." If you don't have enough money, repeatedly defeat Frost Kings, who occasionally drop "Ice Charms," and patiently collect them.

Utilize the "Sorcerer's Ring" to advance.

To open the CHECK2 door, you need to toggle the CHECK1 switch. However, the switch is frozen, so use the sparks from the "Sorcerer's Ring" to melt the ice first. The CHECK3 door will open if you light all five candlesticks on the same floor. Of course, the item to light them is the "Sorcerer's Ring." Each candlestick has two places to light. Be careful not to miss any. The CHECK4 door has the same mechanism; you can open it by lighting the nearby stand. However, if you try to proceed further, the wind blowing from the CHECK6 hole will extinguish the candlesticks. Move the CHECK5 statue in front of the hole beforehand to block the wind. This statue is also frozen and won't move, so the "Sorcerer's Ring" will be useful here as well.

The ghost sells two types of charms: fire and ice. These charms are very useful items not only in the Ice Cave but also in the Tower of Flames that you will visit later, but the price of 100,000 Gald is a bit of a rip-off. I wonder what a ghost would do with money, but perhaps money is needed even in hell.

Freeze the underground lake to reach the deepest part.

To reach the deepest part, you need to freeze the underground lake at CHECK8. To do this, first switch the switch at CHECK7 to drain the water from the underground lake at CHECK8 and head to the switch at CHECK11 to lower the temperature inside the cave. On the way, switch the switch at CHECK9 to open the door at CHECK10 leading to the switch at CHECK11. After switching the switch at CHECK11, return the water to the underground lake at CHECK8 with the switch at CHECK7, proceed on the frozen surface, and head to the deepest part. At CHECK12, the Fenbeast, guardian of the Ice Sword, awaits.

Aim for massive damage with spells and summoning magic.

Fenbeasts are слабо восприимчивы to Earth, Wind, and Dark elemental attacks, and Water elemental attacks will actually restore their HP. Fire and Light elemental attacks are very effective, so change Cless's and Chester's weapons to "Flare Baselard" and "Flare Spread," respectively. The recommended party is Cless, Mint, Klarth, and Arche.

Once the battle begins, have all party members except Cless stay put, and have Cless repeatedly use Shūsaha or other mystic artes that include Shūsaha. This is more to buy time for your spellcasters than to deal damage. If Chester and Suzu are present, you can buy even more time by layering Gale or Manjushage on top of Cless's techniques. While Cless and Suzu are keeping the enemy at bay, deal massive damage with Klarth's Volt and Arche's Fire Storm. It's a good idea to register the spells as shortcuts and mash the buttons. If you take a counterattack from the enemy, immediately restore HP with Mint's magic. If a party member is knocked out, revive them as a top priority. You will take heavy damage if you are hit by the Fenbeast's special attack that launches blades of ice from the ground around it, so it is safer to always keep the HP of your frontline party members at maximum.

After defeating the Fenbeast, you will be given the Ice Sword "Vorpal Sword," and Cless will learn the special skill, Dimensional Slash.

Fenbeast: Self-proclaimed guardian of the Ice Sword. However, his actions, such as breaking the seal on the Fenrir Church's door and taunting Cless, practically scream, "Please enter the Ice Cave." His lines after being defeated by Cless and the others even convey a sense of joy at being freed from loneliness. Could he perhaps be a lonely person?

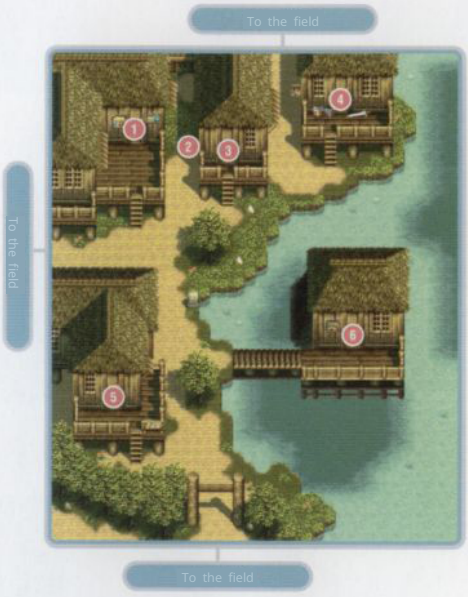
Vobarsword, commonly known as the Ice Blade, is a magical sword inhabited by the soul of the ancient god Fenrir and is one of the Three Sacred Treasures.

Olive Village

CHART —

SUB EVENT

Treasure Chest at the Tool Shop P231
I don't like hardship P236
The Wonderful World of Taste P242



1 雑貨屋 Tenderloin

Heavy Boots Le	1040
ather Mantle S	100
heaves Mantle	2000
Stone Check	46200
Talisman	2000
Paralyze Check,	27200
Poison Check,	6200
White Mist	5000
Feet Symbol A	7200
ttack Symbol H	10000
oly Symbol Mis	100000
ty Symbol Silve	674100
r Cave	3030

道具屋 "Yago-chan"

Apple gummy	60
Orange Gel	200
Mixed Gummies	1000
Banasi Bottle	350
Life Bottle	300
Flare bottle	150
Liqueur Bottle	60
Holy Bottle	80
Dark Bottle	20
Rune Bottle	3500
Spectacles	10

道具屋 "Yago-chan" 倉庫

Pretty Mittens	50000

Mithril Mesh	55000
Moon Falx Mithr	60000
il Plate	65000

2 酒売D

Egg	20

• Minpon

4 Weapon "Garlic"

Sinclair Des	49800
troyer Holy S	80000
word Flare B	88800
aselard	140000
Bardiche	2980
Hard Cleaver S	65530
adding Grave	50560
Mech Halberd	22000
Ball Axe	65140
Composite Bow	3000
Crane Wreath	7000
Ruby Wand	1240
Holy Staff	6000
Plate Mail	24500
Mithril Plate Ho	50000
ly Cloak Mithril	56000
Mesh Feet Sh	30000
ield Fine Shield	1150
Armet Helm	15800
	1320

Cross Helm	5000
Round Beret	1420
Fine Pellet Prett	3600
y Ribbon	7500
Gauntlets	1200
Mithril Glove K	10000
itchen Mitt	300

5 酒場 "Spaghetti" 118

	84

6 Ingredients "Sirloin"

Chicken	40
Beef	84
Pork	56
Cheese	40
Bread	20
Rice	32
Spice	240
Basta	60
Carrot	150
Potato	250
Onion	210
Apple	40
Pineapple	430
Mangosteen	640
Prune	500

In Search of the Flame Magic

Olive Village CH ART-

"Flame magic is only born in hot places." A story heard in Freeze Keel brings a town in Kress's mind. Yes, Olive Village, a town surrounded by desert.

Two Rumors of Interest

In Olive Village, you can hear various information, such as the story of the Flame Bow held by the monster in the Scorching Sands Cave, and the story about the tower in the eastern lava area. The Flame Bow in the Scorching Sands Cave seems to be related to the three types of weapons, but this refers to the "Flare Spread" that the monster Vulcan occasionally drops, and it is not the weapon you are looking for. The treasure in the tower in the eastern lava area is the real target, so don't be misled. Before heading to explore the tower, let's replenish recovery items in this village. If you don't have a Rune Bottle at this time, buy about 5 to 6 and change the "Flame Charm" to an "Ice Charm", which will be helpful in exploring the tower.

If you're buying armor, go to Gyss's shop.

In addition to replenishing items, don't forget to learn the curry rice recipe from the chef in front of the grocery store. At this time, if Suzu is in your party and you talk to the chef, you can see her surprised by the curry (see P236). At the tool shop, you can buy the contents of treasure chests if they haven't been put into the warehouse in the past, but now that the era is the future, more powerful weapons and armor are sold in the shops, so there's no need to force yourself to buy them. Especially for armor, the famous Aegis (see P212) mentioned in the rumors at the grocery store sells very powerful items. If you want to improve your equipment, you should go to the small island where Gyss is said to have moved before challenging the Tower of Flame.

With a name that might make you think it's one of the three sacred treasures, like the Bow of Flame and the Sword of Ice, it's actually just a regular bow with fire attack properties. It can be purchased from a treasure chest in a hidden passage in a tool shop (see P231). The contents are the same as they were 150 years ago, making it somewhat outdated.A master craftsman, Giesu, is a blacksmith famous for forging steel with his fists. His works, also known as "Iron Fist Giesu," are all masterpieces worthy of the name of a master craftsman.

EVENT 41C

Tower of Flame

CHART P29

INFORMATION

- Enemies that recover from Fire, Wind, and Light attribute attacks appear.
- Enemies that use petrification attacks appear.

MONSTER

Inferno
P329

Balrog
P339

Burning Dead
P340

Firebug
P340

Flame Sword
P342

Hellcat
P342

Flamberge
P341
BOSS

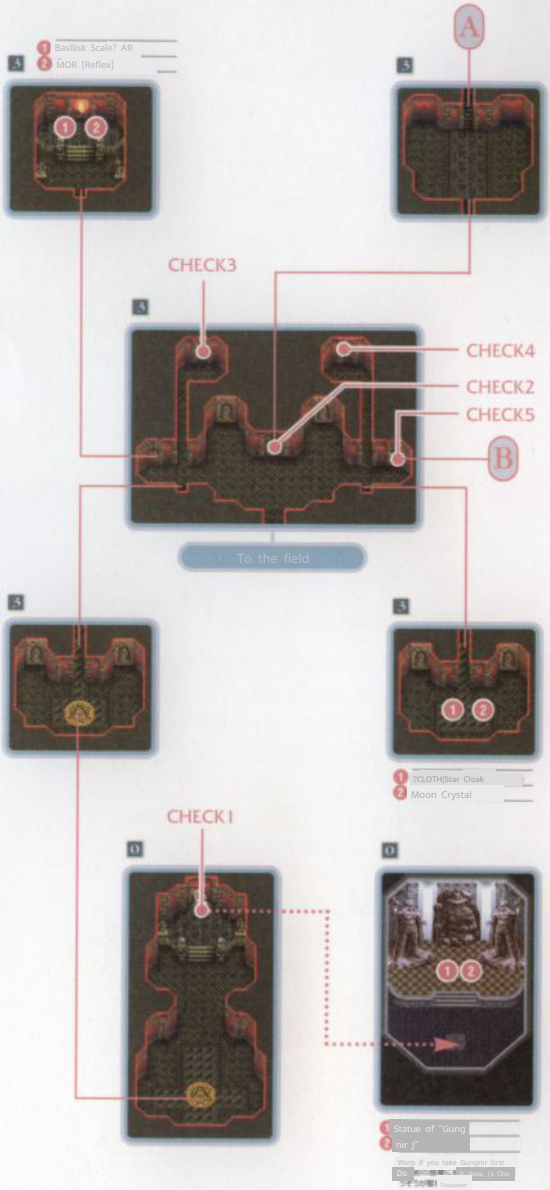
Odin
P331
BOSS

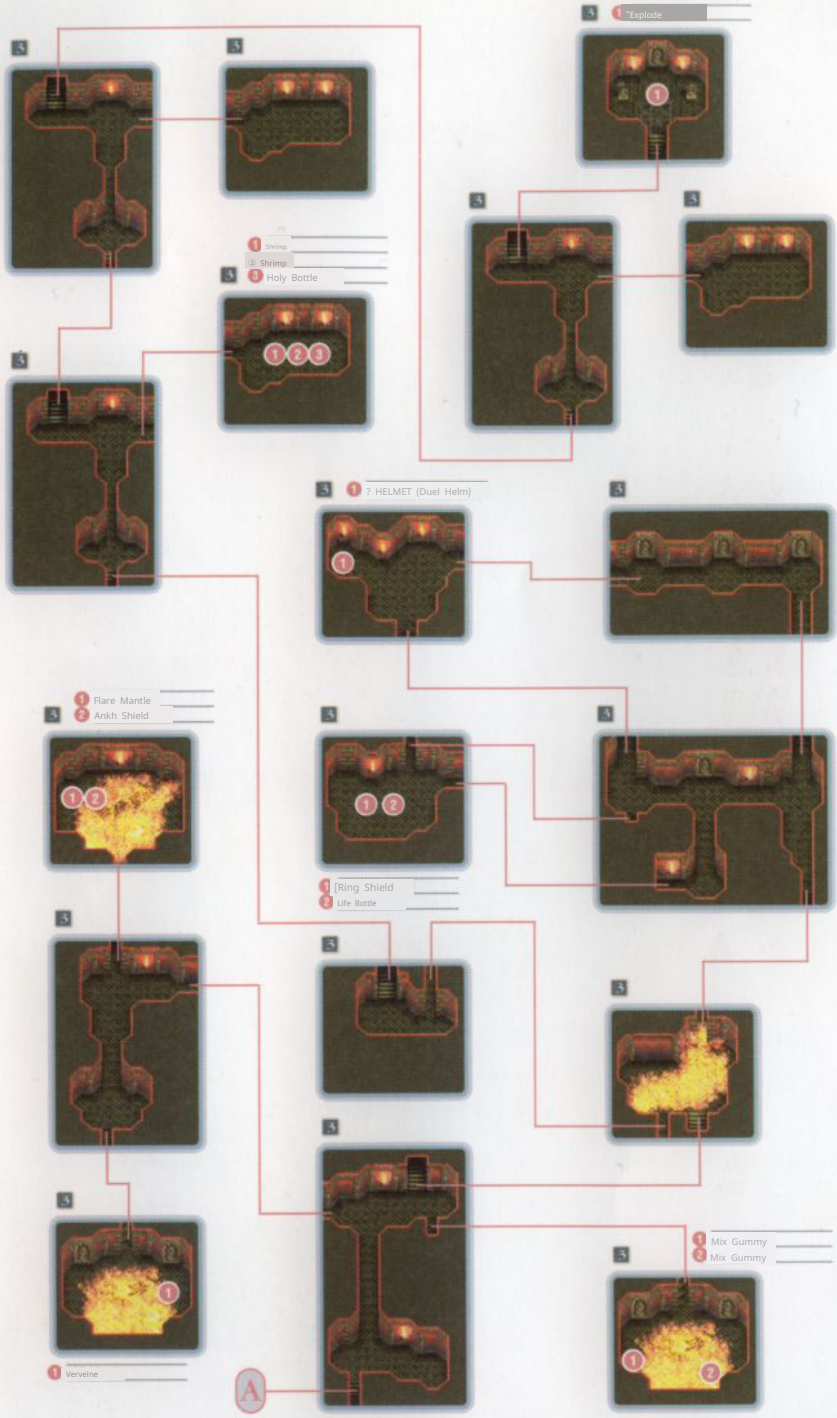
SUB EVENT

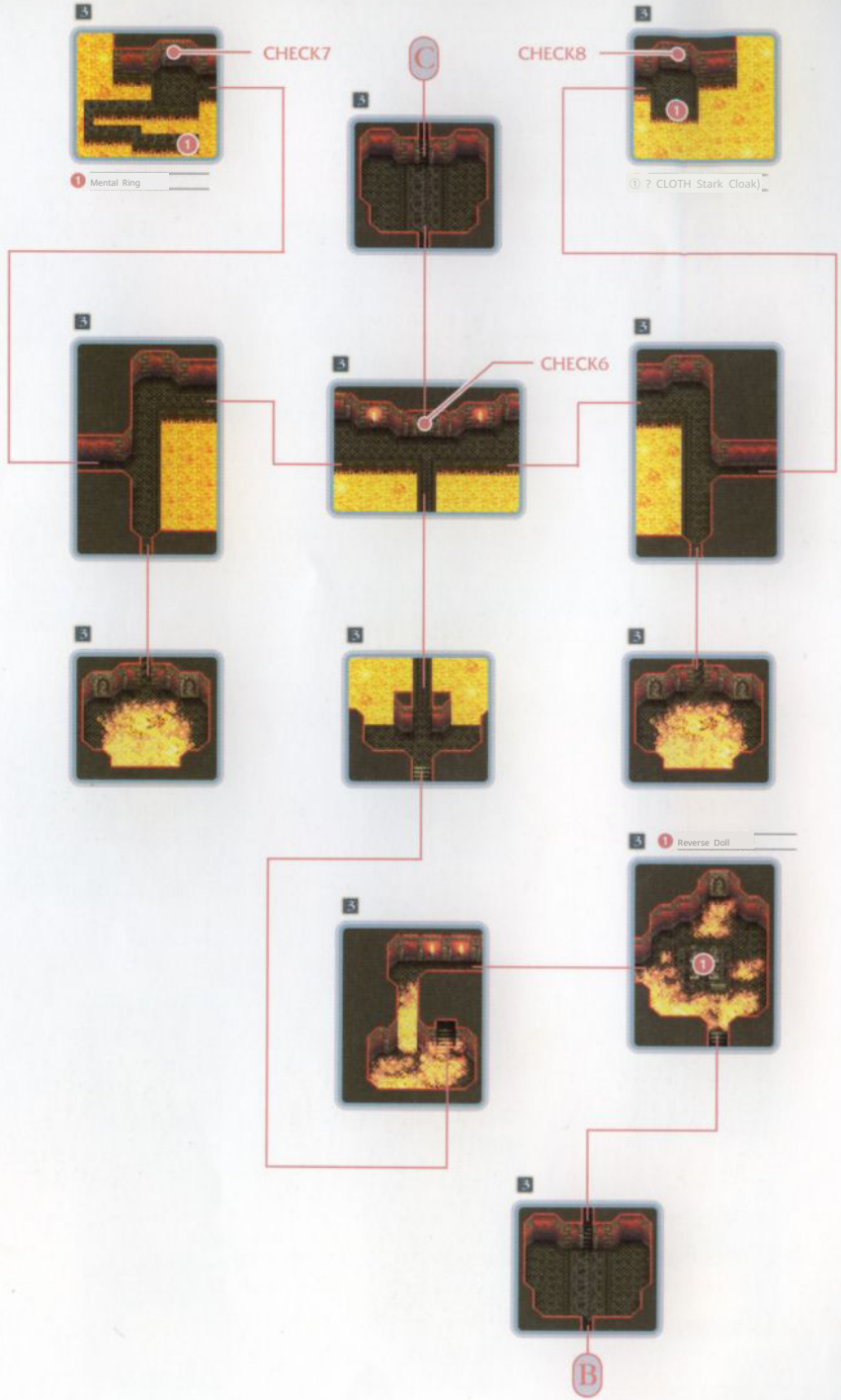
Odin's Trial P233

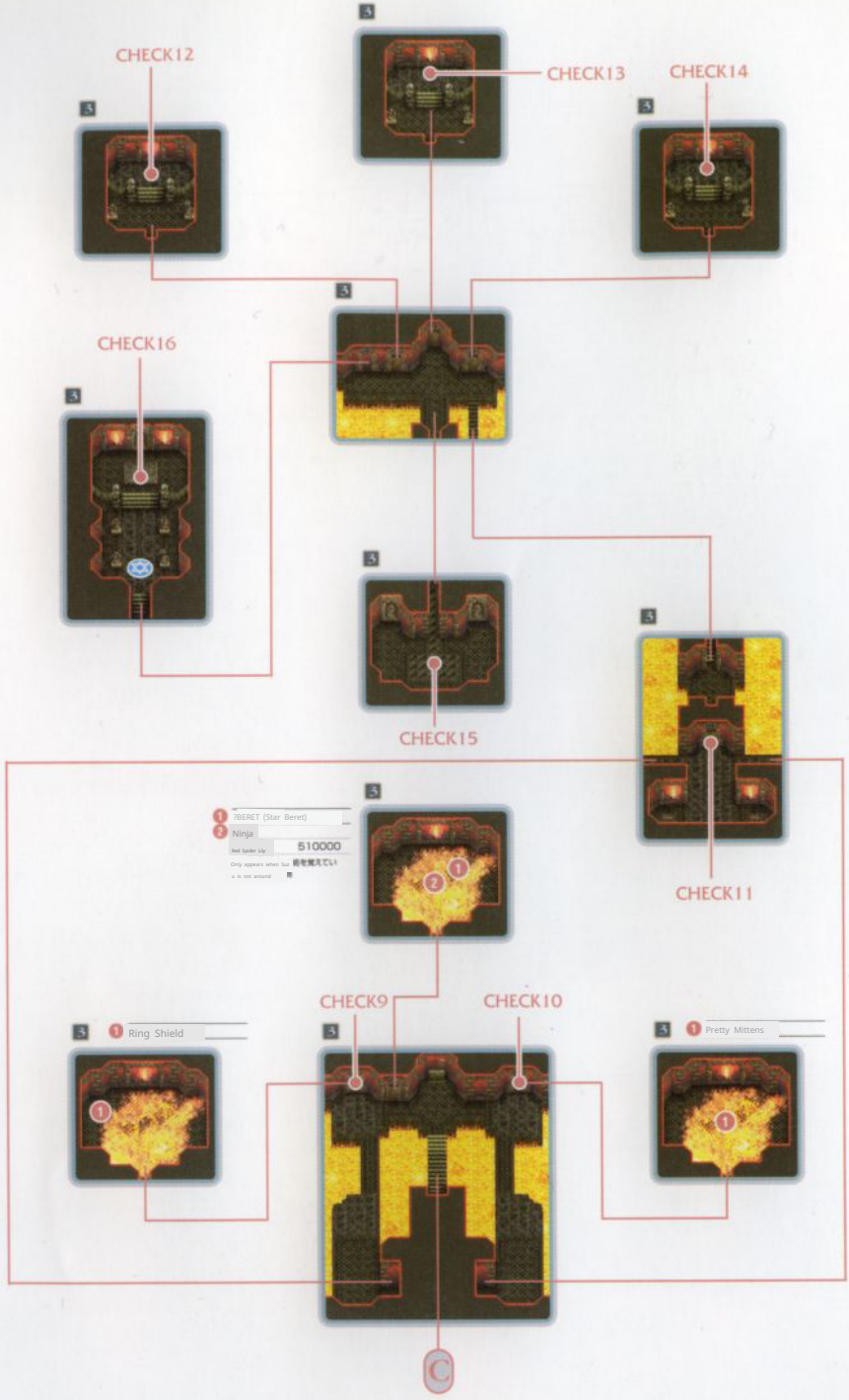
Spell Learning P246

Ninjutsu Training P249




1 *Explode
1 Shrimp
2 Shrimp
3 Holy Bottle
1 ? HELMET (Duel Helm)
1 Flare Mantle
2 Ankh Shield
1 Ring Shield
2 Life Bottle
1 Mix Gummy
2 Mix Gummy
1 Verveine
A


CHECK7
C
CHECK8
1 Mental Ring
① ? CLOTH Stark Cloak)
CHECK6
1 Reverse Doll
B


CHECK12
CHECK13
CHECK14
CHECK16
CHECK15
CHECK11
CHECK9
CHECK10
7BERET (Star Beret)
Ninja
510000
Red Spider Lily
Ring Shield
Pretty Mittens
C

A Tower Brimming with Fiery Magic

41C Tower of Flame

CHART P29

Relying on information obtained in Olive Village, Cress and his friends fly the R heabird to the eastern lava region. Here stands a tower crowned with flames, f rom which no challenger has ever returned alive.

To counter heat, use the 'Ice Charm'

Just as there were floors in the Ice Cave where yo ur health was drained by the cold, the Tower of Flam es has many floors where the heat of the lava consu mes your health. Damage from the heat can be prev ented by equipping each character with an 'Ice Char m'. However, be careful, as you will still take damage if you walk directly on the lava. You can obtain 'Ice Charms' by transforming the 'Flame Charm' used in t he Ice Cave with a 'Rune Bottle'. If you don't have e nough, return to Freeze Kiel and purchase them from the ghost in the Fenrir Church, or repeatedly defeat Inferno, who occasionally drops 'Flame Charms'.

The Tower of Flames has two routes: one with blocks where treasure chests are located, and another with bloc ks where the Three Sacred Treasures are enshrined. First , collect the treasure chests to strengthen your equipme nt. Then, go to retrieve the final weapon. In Odin's Ch amber, where you can warp from 'CHECK', Cress will be challenged to a duel by Odin (see P233). It is very difficu lt to win at the stage when you first come to the Tower of Flames, so challenge him after leveling up.

The highlight of the treasure chests is the spellbook 'Explode'

The treasure chest retrieval route continues from t he CHECK2 door. It's locked, but you can open it by toggling both the CHECK3 and CHECK4 switches. This route has no traps, so there are no problems as lo ng as you are careful not to forget any items. Be su re not to forget the Explode spellbook on the top flo or. Battles should be easily resolved with Cress's Dim ensional Slash equipped with the "Vorpal Sword."

Odin is one of the three great gods, along with Thor and Fenrir, and his c ombat abilities are immeasurable. He asks those who visit the Tower of Fl ame to fight him, but he doesn't take their lives.

Head for the other top floor

Beyond the CHECK5 door is where the desired equipment is enshrined.

This is the route to the room. The door blocking your path at CHECK6 can be opened by switching both switches at CHECK7 and 8. The door at CHECK9 and 10 is locked by a stone statue that is acting as a guard. You can open it by moving the statue so that the door disappears from its line of sight. The door at CHECK11 is also locked by two stone statues nearby. It can be opened by moving each statue onto the marks on the left and right sides of the map below. At CHECK12~15, you will fight the Flame Guardian, Flame Sword. You should have no trouble if you repeatedly use Cress's Dimensional Slash while equipped with the "Vorpal Sword". After defeating the Flame Sword once, restore Cress's TP before challenging it again. After defeating all the Flame Guardians, stairs will appear at CHECK16 leading to the room of the Flame Sword Guardian, Flamberge.

Quickly defeat the enemies in the rear.

Flamberge and the three Infernos you fight at CHECK16 only use fire-based attacks. Therefore, focus only on fire resistance and equip items such as the "Princess Cape" or "Flame Mantle". Female characters, in particular, will take no damage if they equip two "Princess Capes". For weapons, water-based weapons such as the "Vorpal Sword" or "Aqua Spread" are recommended. Fire and wind-based weapons should be avoided at all costs, as they will restore the enemy's health. The battle begins with Flamberge and one Inferno on the right side, and two Infernos on the left side, effectively sandwiching you. First, while Cress keeps the enemies on the right side occupied with Dimensional Slash, have the other party members focus on dealing with the enemies on the left side. If you have Klarth and Arche, they can quickly defeat them with Volt and Tidal Wave. Once only Flamberge remains, switch Cress's attacks to include combinations including Autumn Rain, to buy time for your allies to cast spells. Tidal Wave or Volt would be good spells to cast. Once he's alone, even the Guardian of the Flame Sword is no match for Cress and his friends.

If you defeat Flamberge, you will obtain the Flame Sword "Flamberge" and Cress will learn the special skill, Void Severing Slash.

Flamberg: Guardian of the Flame Sword, enshrined on the top floor of the Tower of Flames. All of its attacks, from spells to physical attacks, are fire-based, and naturally, it has a strong resistance to fire-based attacks.

Flamberge: Commonly known as the Flame Sword, a magical sword inhabited by the soul of the ancient god Odin. One of the three pieces of equipment that was being sought.

EVENT 42

Water Mirror Ymir Forest

CHART P29

INFORMATION

- Enemies that recover from Water-attribute attacks appear.
- [illegible]es that use Paralyze attacks appear.

MONSTER

Killer Bee
P332

Torrent
P338

G. Mayfly
P346

G. Lizard
P347

To the Elven Village

CHECK!

To the field

Unchanging Laws

42 水 Ymir's Forest

CHART P29

Klaus concludes that the Stone Tablet of Trent Forest can be used to fuse the Three Sacred Treasures. The party heads to the Water Mirror Ymir's Forest again, aiming for the Elven Sanctuary.

Half-elf Arche is unassailable.

At the forest entrance CHECKI, the half-elf Arc he temporarily separates from Bart. We have to fight monsters without Arche until we reunite in the Forest of Trent, but the only thing to fear is being paralyzed by G. Lizards, so a total wipeo ut is unlikely.

Let's head straight to the elf village.

The Forest of Ymir is just a passage to the stone tablet in the Forest of Trent. If you have collected al l the items in the past, there are no treasure chests, so it's best to move on quickly. However, if you ai m to complete the monster encyclopedia, be sure to fight only the G-Lizard, which only appears here. Ef fective weapons against monsters appearing in the F orest of Ymir are fire-attribute weapons such as "Fla mberge" and "Flare Spread." Don't hesitate to use p owerful skills such as Cress's Dimensional Slash and Claus's Volt repeatedly. There's no need to worry ab out HP/TP recovery, as the elf village is just ahead.

If Suzu is in your party, earn money

You can never have too much money for things like b uying powerful equipment or expensive items. In Ymir Fo rest, if Suzu is in your party, you can use her special skill to earn money. Specifically, you can use Suzu's Shiranui to steal the trade good "Ebony" from Treants and sell it at a store that buys it at a high price. Earning money he re will make the rest of the game easier.

You can steal 'eggs' from the G. Lizard's Suzuno no Shiranui, but after seein g that grotesque figure, anyone with normal aesthetic sensibilities would los e their appetite. I wonder if those who live in the wonderful world of taste know how to cook it deliciously?

Kokutan can be sold for a high price of 43605 Gald at the Waterfront, a food shop in the city of Venezia.

EVENT 43

Elf Settlement

CHART P29

SUB EVENT

From Mother to Daughter P234
Elven Bow P234
The Wonderful World of Taste P242

① "[illegible]nn" 118

	72

② Food Shop "Akasatana"

Apple	40
Lemon	160
Strawbe	220
rry Bana	190
na Pineapple	430
Melon	3000
grape	250
mangosteen	640
Prune	500
Carrot c	150
abbage	40
Lettuce	110
Cucumber	90
Potato	250
Tomato	190
Onion	210
Milk	30
Cheese	40

③ Weapon Shop "Twilight"

④ [illegible] Sunset

Elven Boots, Sh	4000
eepskin Mantle,	2000
Elven Mantle,	9560
Stone Check	46200
Talisman	2000
Paralyze Check	27200
, Poison Check,	6200
White Mist	5000
Feet symbol att	7200
ack symbol	10000
Holy Symbol	100000
Misty Symbol	674100
Silver Cave	3030
Wonder Bloom	12000
Witch Dress	100000

⑤ [illegible] Song

Apple Gummy	60
Orange Gummy	200
Mixed Gummies	1000
Banasi Bottle	350
Life Bottle	300
Flare Bottle	150
Liqueur Bottle	60
Holy Bottle	80
Dark Bottle	20
Rune Bottle	3500
Spectacles	10

150 Years of History

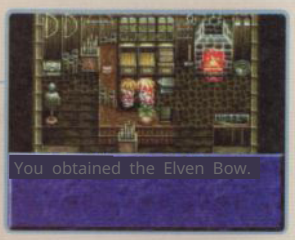
EVENT 43 エルフの集落

CHART P29

The actions of Cress and the others, who saved the world 150 years ago, greatly changed the consciousness of Chief Brambard. There was an elven village there th at had opened up diplomacy with humans.

Prepare well before entering the Treant's Forest.

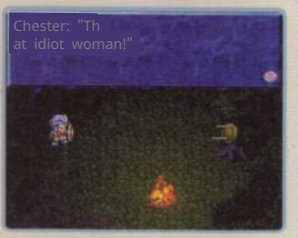
In the Elven settlement, be sure to stop by the weapon shop. They can repair the "Broken Bow" f or 20000 Gald, allowing you to obtain the "Elven B ow." The "Elven Bow" is already a very strong bow as it is, but if you obtain the Sacred Log in the d epths of the Treant's Forest (see P258), which bec omes accessible when certain conditions are met, you can further enhance it. It's worth getting now.



Repairing the "Broken Bow" takes a day, so yo u'll need to stay at the inn for one night. The in nkeeper is the woman who saved Arche in the p ast, and she gives a pink-haired girl the "Star Blo om" and "Mother's Gloves." Be sure to accept the m gratefully. If the second Chester Special Trainin g event (see P231) occurs here, unlike when it oc curs elsewhere, you can see Chester silently traini ng alone while complaining to Arche. Don't forg et to learn new recipes from the cook at the foo d shop. This cook will teach you how to make tw o kinds of dishes: fruit parfait and vegetable sala d, so be sure to talk to him twice.

Aim for the Stone Tablet

You're almost at the stone tablet, but make sure to recover your stamina and replenish your items so yo u can handle any situation you encounter in the Fores t of Trent. The stone tablet is in the same location as it was in the past, and you should have no trouble fi nding it as the forest animals will guide you.



Sacred Log: Elven bows crafted from this material boast otherworldly accuracy and attack power. At this point, wit h the goal of fusing the Three Sacred Treasures, it is no t yet obtainable. Innkeeper: A woman who saved Arche f rom execution in a past elven village. Even after 150 yea rs, she still cares for Arche but doesn't reveal that she is her mother.

EVENT 44

Trent Forest

CHART P29

INFORMATION

●Enemies that recover from attacks of Null, Water, and Light attributes appear.●Enemies that use poison attacks appear.

MONSTER

Alraune
P329

Treant
P338

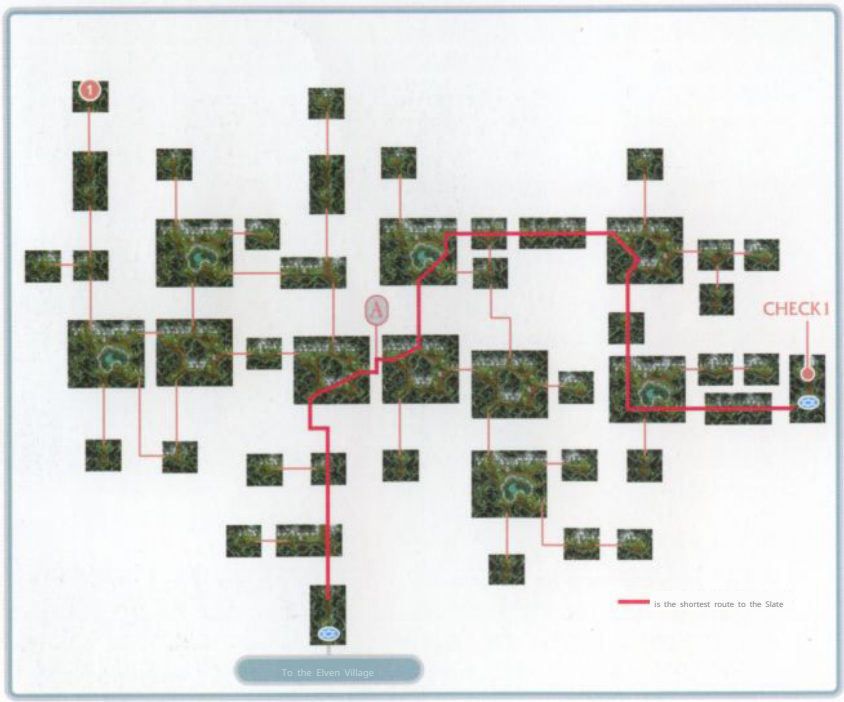
G. Mayfly
P346

Grizzly
P332

Ranger
P345

Origin
P331
BOSS

Torrent Forest Whole Map



1 Suzu

Birth of the Magic Sword

EVENT 44 Trent Forest

CHART P29

Having arrived at the Torrent Forest, the companions' anxiety remains about whether they can truly create a magic sword that manipulates time. However, Krass had a speculation close to certainty.

Whether to head straight for the stone tablet or take a detour. If you want to hurry the completion of the target magic sword, you only need to go to the stone tablet in CHECK!. Many monsters with fire attribute weaknesses appear in the Torrent Forest, so fight with weapons such as "Flamberge" and "Flare Spread". It might be a good idea to make a detour and extend your trip to the Ninja Village (see P214). If you obtain "Muramasa", the battle that occurs at the stone tablet will be easier.

Physical attacks are effective against Origin.

When you go to "CHECK," Arche, who had left the party, rejoins, and immediately after, you will battle the spirit Origin, who appears from the stone tablet. Equip armor such as the "Star Cloak" or "Reflect Ring" to increase resistance to non-attribute attacks. Weapons such as the "Muramasa" or "Elven Bow," which do not have attributes, are good choices, and you'll want to have Cless and Chester, who can equip these weapons, participate in the battle. The three Alraunes that Origin brings along can be quickly defeated with Cless's Dimensional Slash. Once it's just Origin, launch continuous attacks with Cless's Dimensional Slash and Akisame, and Chester's Hurricane, not giving it a chance to cast the spell Collapse. Have Klarth and Arche use spells other than non-attribute or light-attribute spells. It would be good to use powerful spells like Volt or Explode.

After defeating Origin, you will obtain the legendary magic sword that manipulates time, the "Eternal Sword," and Klarth will form a contract with Origin. Furthermore, Cless will learn the skill Spatial Warp Transfer, the mystic arte Temporal Destruction, and the mystic arte Warp Destruction.

Possesses extremely high resistance to Origin attribute attacks. Light attribute attacks heal it, while other attribute attacks have a 50 percent chance of being nullified. Therefore, Suzume, who can only equip weapons with some kind of attribute, is not suitable for Origin battles.

EVENT 45

The Town of Everlasting Darkness, Arly

CHART P30

SUB EVENT

The Wonderful World of Taste P242

Secret Art Acquisition P244

Collectibles Acquired P249

① 喫茶「寝坊」

Chicken	40
Beef	64
Pork	56
Milk	30
Cheese	40
Egg	20
Bread	20
Rice	32
Consideration	16
Pasta	80
Carrot	150
Cabbage	40
Lettuce	110
Apple	40
Lemon	160
Strawberry	220
Squid	50
Octopus	60
Shrimp	160

② Armory "Three AM"

"Sinclair	49800
Destroyer	80000
Ice Coffin L	140000
aser Blade Ha	200000
rd Cleaver Sa	65530
ding Rave Mec	50560
h Halberd	22000
Ball Axe	65140
Aqua Spread C	140000
rescent Arrow	148000
Holy Staff Plat	6000
e Mail	24500
Mithril Plate Hol	50000
y Cloak Mithril	56000
Mesh Fine Shiel	30000
d	15800
Cross Helm	5000
Fine Pellet Pr	3600
etty Ribbon	7500
Mithril Gloves	10000
Oven mitt	300

③ Item Shop Ushimitsudoki

Apple Gummy	60
Orange Gumm	200
y Mix Gummy	1000
Banasi Bottle	350
Life Bottle	300
Flare bottle	150
Liqueur Bottle	60
Holy Bottle Da	80
rk Bottle	20
Rune Bottle	3500
Spectacles Hea	10
vy Boots Leat	1040
her Mantle	100
Sheep's Mantle	2000
Stone Check	46200
Talisman	2000
Balalaicheck Poi	27200
son Check Whit	6200
e Mist	5000
Feat Symbol	7200
Attack Symbol	10000
Holy Symbol Mi	100000
sty Symbol Silv	674100
er Cape	3030

④ [illegible] "Knight Dream"

[illegible]	120

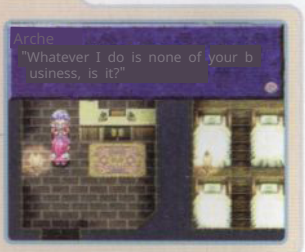
The Night Before the Decisive Battle

EVENT 45 第章 Arly CHART P 30

Having obtained the time-manipulating magic sword "Eternal Sword," Cress and his friends headed to the town of Ymir in the Shadow Realm to challenge Dhaos in a final battle. What are their thoughts before the battle that will determine the fate of the world?

Each Person's Thoughts

After obtaining the "Eternal Sword," when you arrive in Ymir, Klarth suggests staying at an inn immediately after entering the town. If you stay at the inn according to Klarth's suggestion, you can catch a glimpse of the characters' feelings as they face the final battle with Dhaos. Klarth uses the power of Origin to see Myllie's figure, strengthening his feelings for her. Chester and Arche are interested in each other, but they can't be honest with their feelings. Cress and Mint recall the first time they met and connect with each other. And Suzu, while bewildered by her changing heart due to her journey with Cress and his friends, resolves to fight to the end, believing in what she believes in.



Don't Forget the Derris-Kharlan Emblem

When you try to leave the inn, you'll receive a report from the Alvanista survey team that they spotted Daos' Castle at the mine ruins west of Learii, opening up access to the mine ruins that were previously closed off. However, don't rush to the mine ruins just yet; let's do a final check of our items. First, obtain the "Derris Emblem" from the Alvanista surveyor at the cafe "Nebo." This will be needed inside Daos' Castle. After that, sell off trade goods at a high price (see P326) to get money, and buy a "Laser Blade" for Cress and "Misty Symbols" for Mint, Klarth, and Arche. It's a good idea to equip Chester with the "Elven Bow" (see P234) and Suzu with the "Ninja Sword Black Lily" (see P236).

Laser Blade: Its attack power is inferior to the Eternal Sword, but it excels in accuracy. Furthermore, many of the enemies that appear in Daos' Castle are weak to light attribute attacks, so when limited to Daos' Castle, it is a much more user-friendly weapon than the Eternal Sword.

Misty Symbol: An accessory that halves the spell casting time. It is very expensive at 674,100 Gald, but it is worth the price. If possible, you'll want to have two.

EVENT 46

Daos Castle

CHART P30

INFORMATION

●[redacted] Enemies that recover from attribute attacks appear

●Enemies appear that nullify Fire, Water, Wind, Earth, Thunder, and Dragon-attribute attacks.

MONSTER

Arch Bishop P329

Witch P330

Witch Doctor P330

Sakon P334

Samael P334

Zombie P336

Zombie Giant P336

Ninja Master P338

Nebiros P339

Hatamoto P338

Now? Black Knight P341

Prophet P342

Voodoo Priest P342

ROAMEYE? P347

DARKEYE? P347 EVENT

Hanzo P339 EVENT

SEALEYE? P347 EVENT

Dhaos (Future) P348 BOSS

? Feather Dhaos P348 BOSS

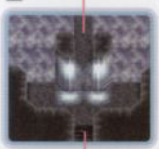
? Daos (3rd Form) P348 BOSS

SUB EVENT

Deal with the Grim Reaper P234

Spell Learning P248

3



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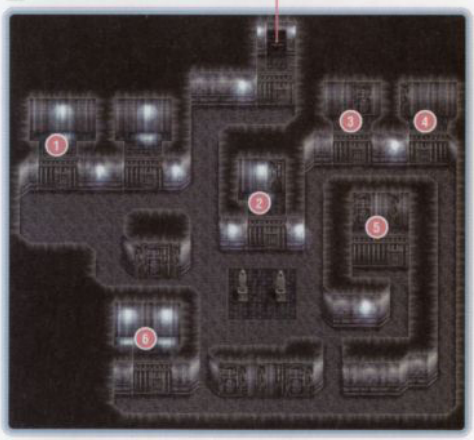
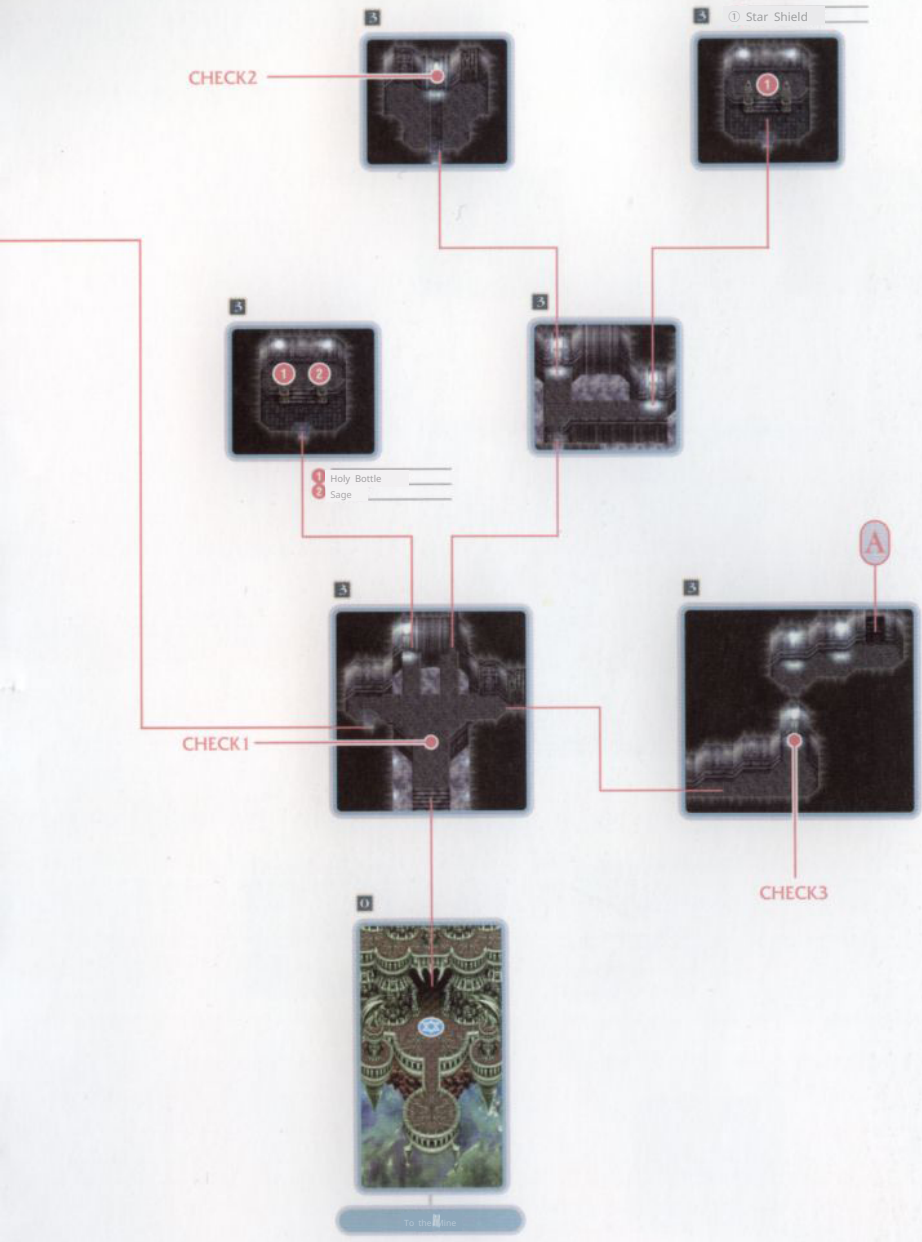
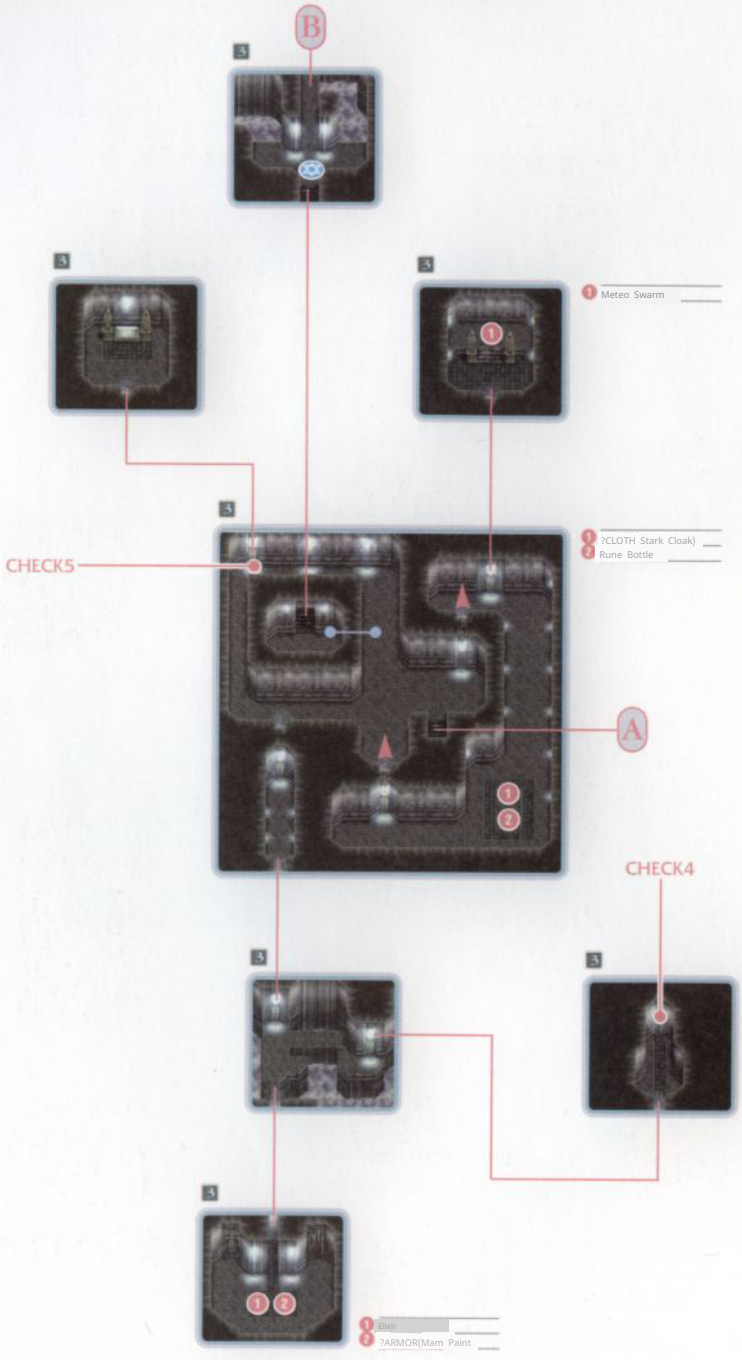
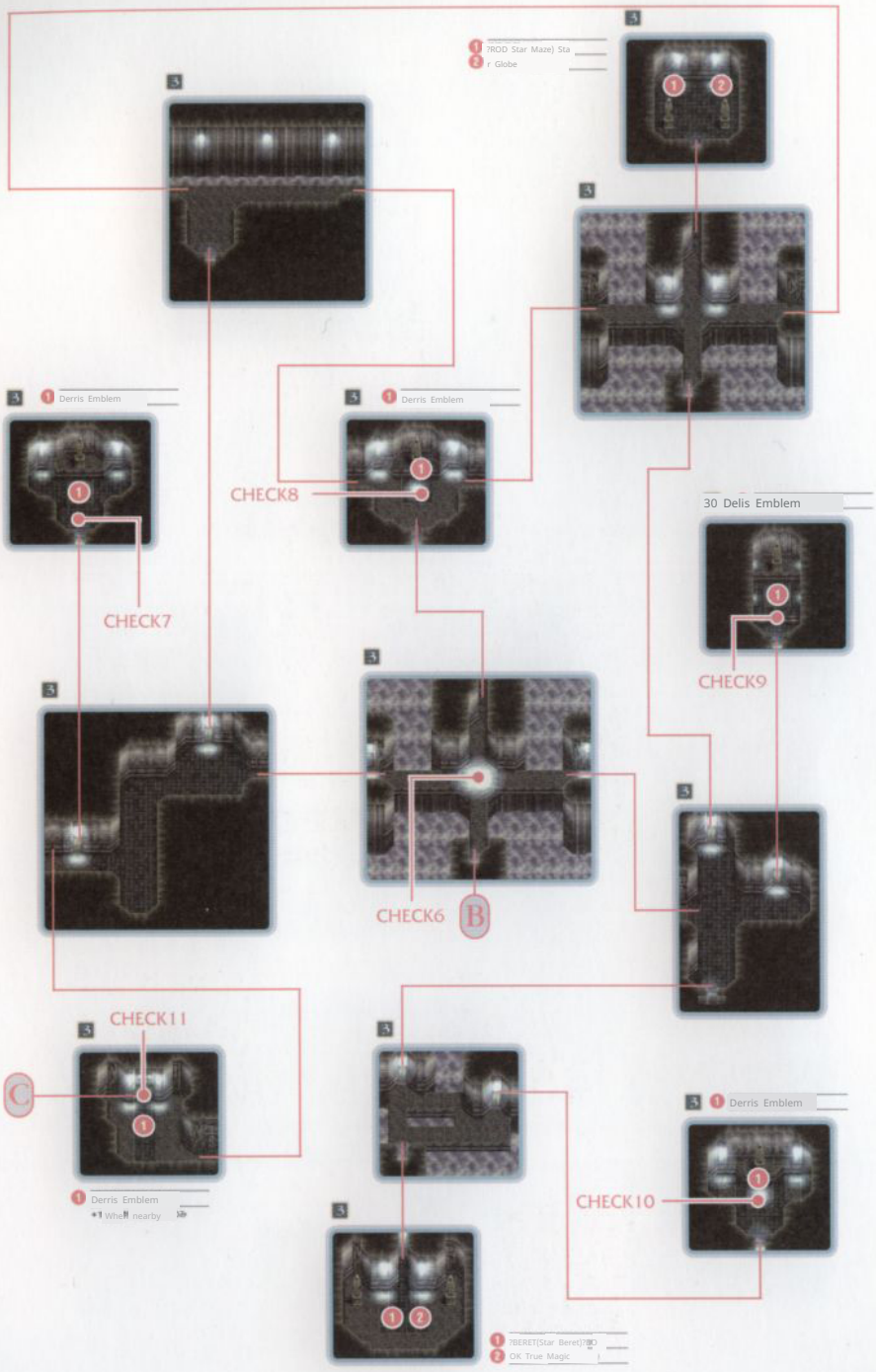


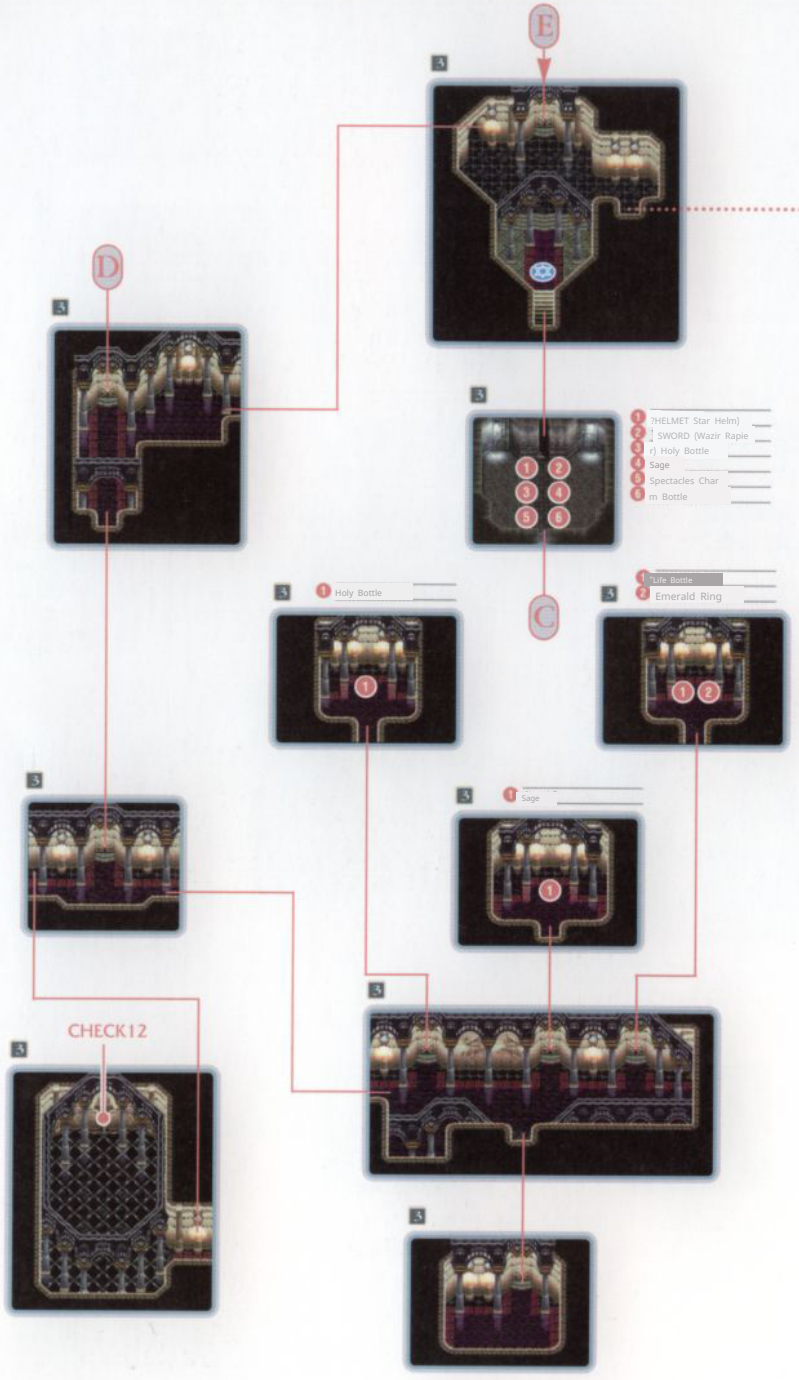
✦CHECK6の魔法陣よりワープしてくる場所。

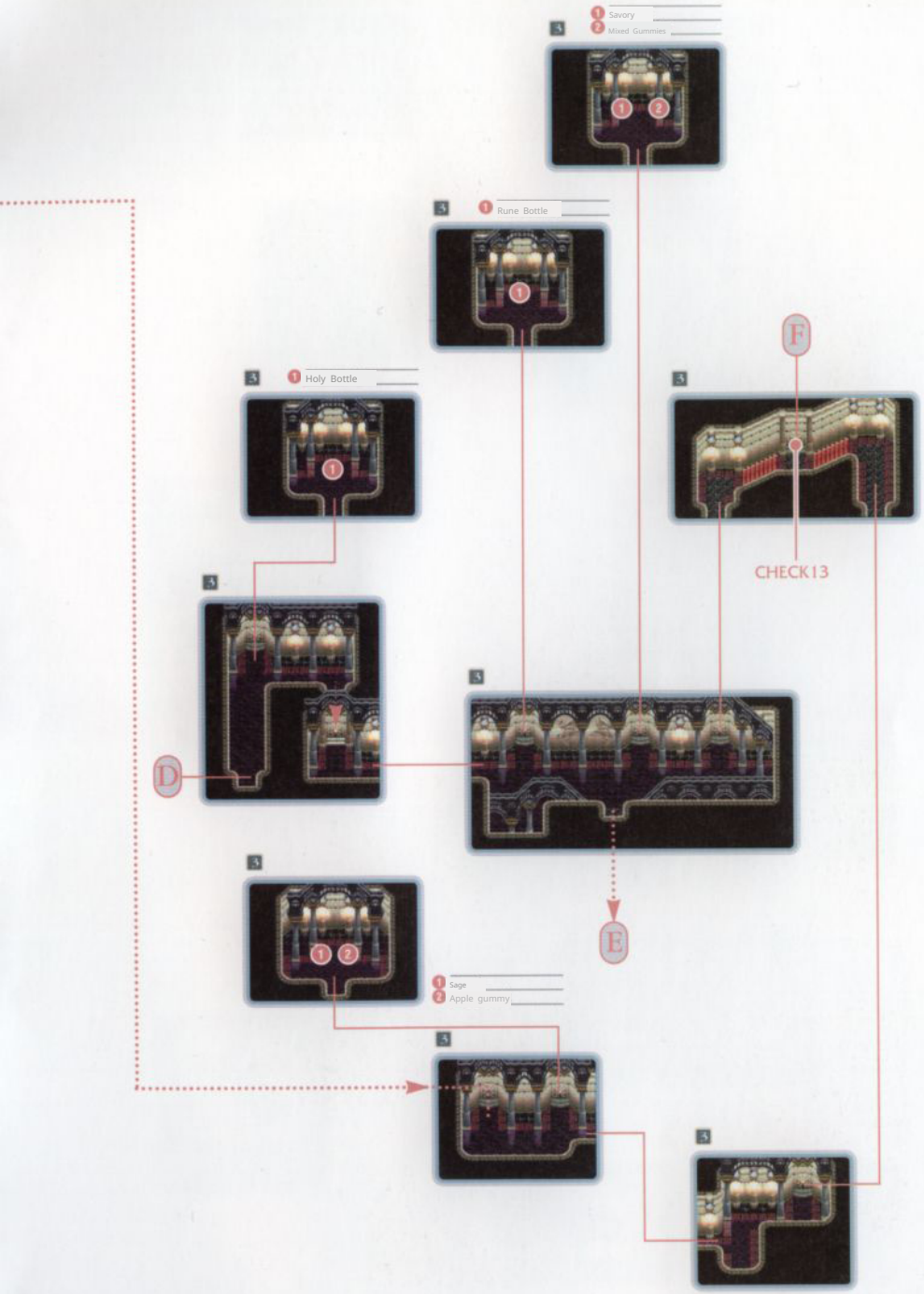
1 Kress
2 Chester
3 Mint
4 Arche
5 Suzu
6 Klaus

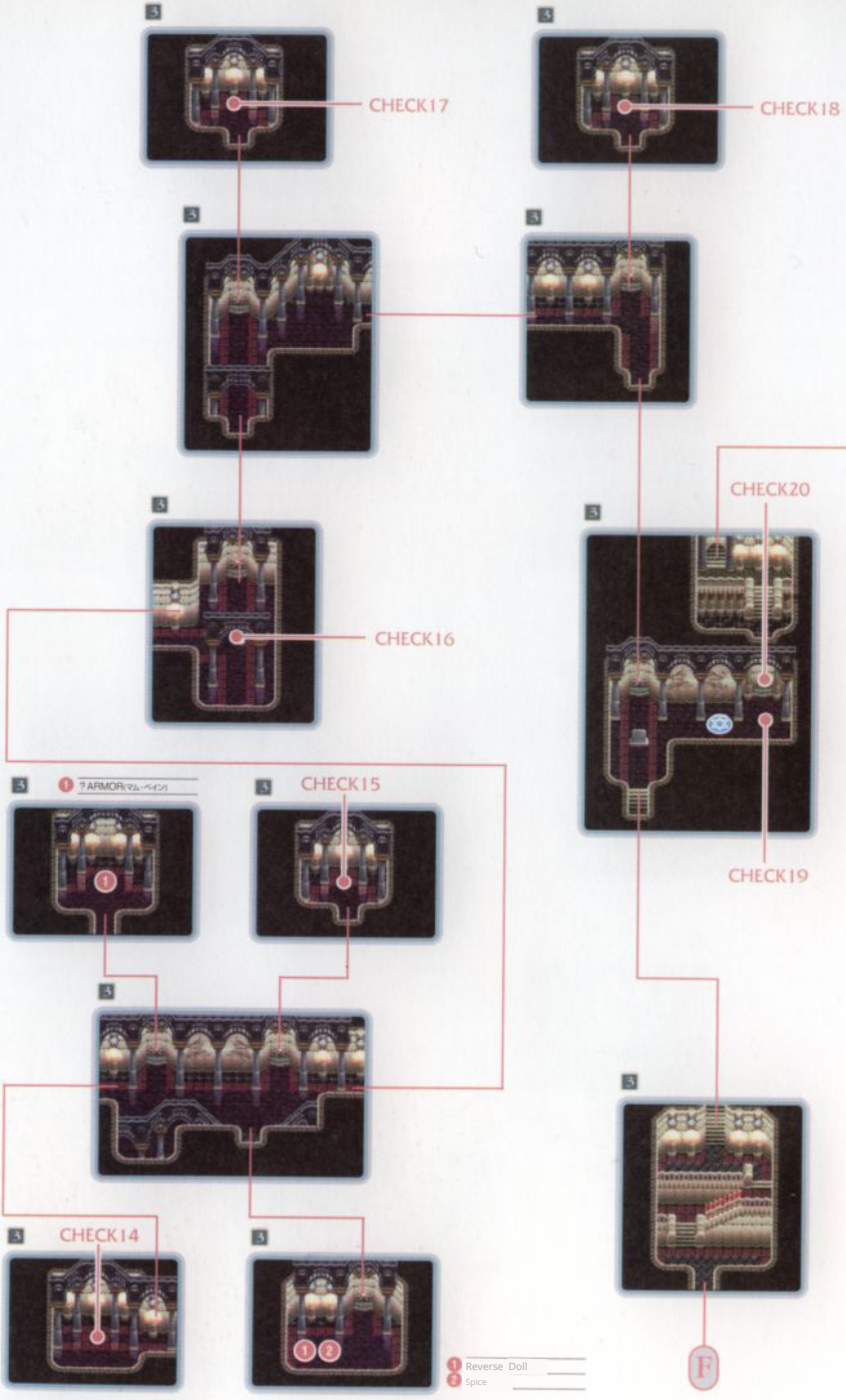

3
CHECK2
3
① Star Shield
3
1 2
3
1 Holy Bottle
2 Sage
3
A
3
CHECK1
3
CHECK3
0
To the Throne

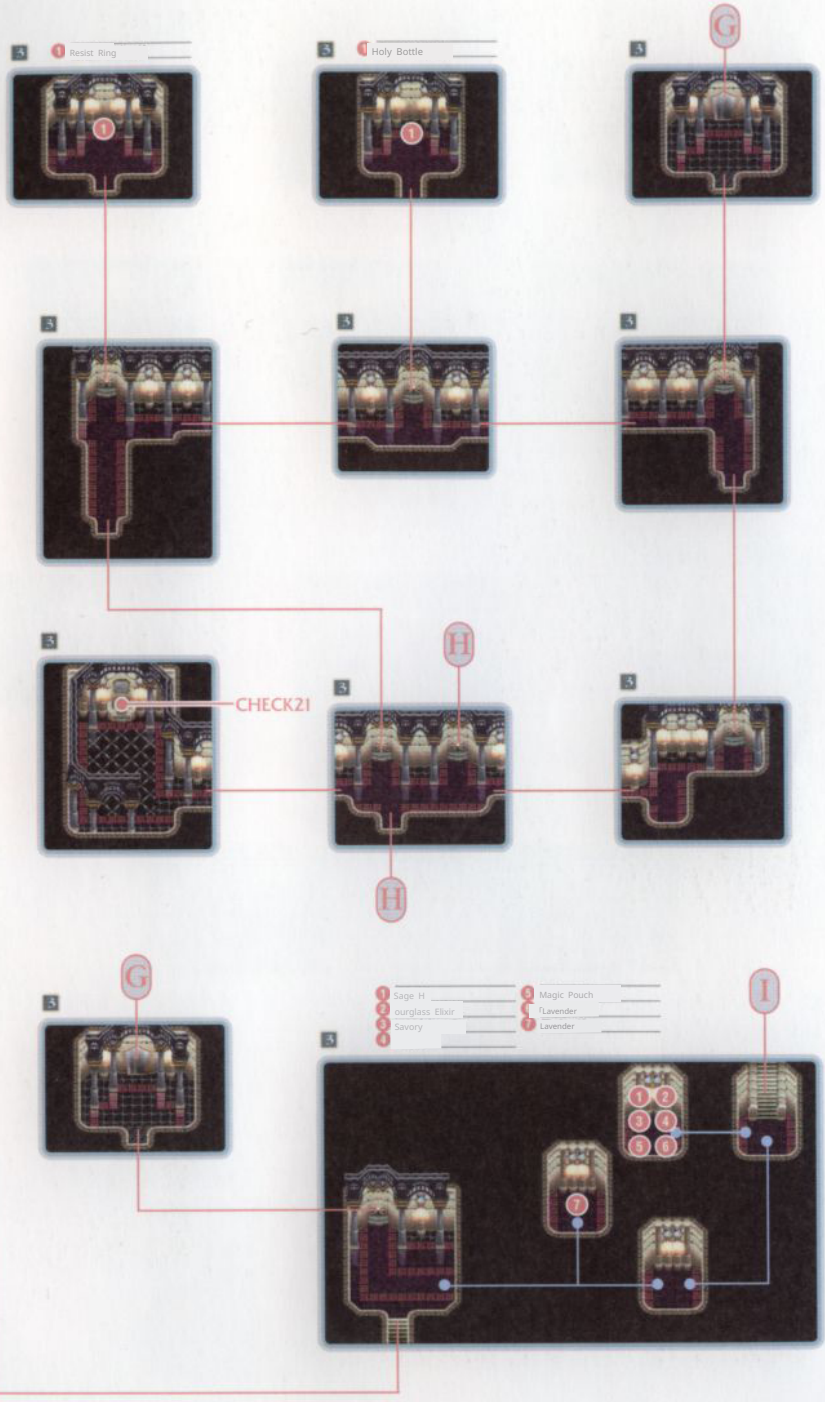

B
1 Meteo Swarm
CHECK5
1 ?CLOTH Stark Cloak)
2 Rune Bottle
A
CHECK4
1 Elixir
2 ?ARMOR(Mam Paint

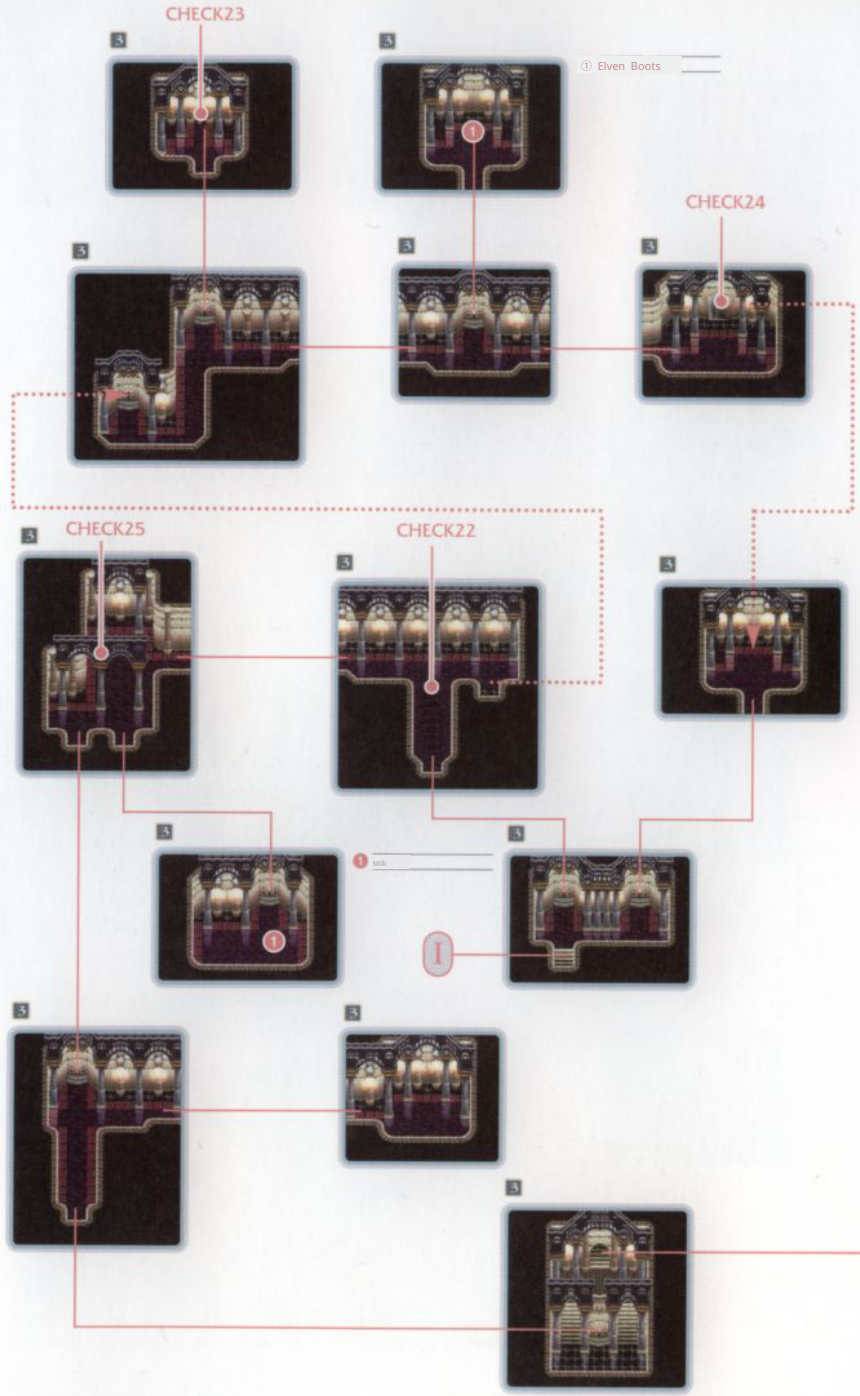

7ROD Star Maze) Sta
r Globe
Derris Emblem
CHECK8
Derris Emblem
30 Delis Emblem
CHECK7
CHECK9
CHECK6
B
CHECK11
C
Derris Emblem
Derris Emblem
CHECK10
7BERET(Star Beret)
OK True Magic

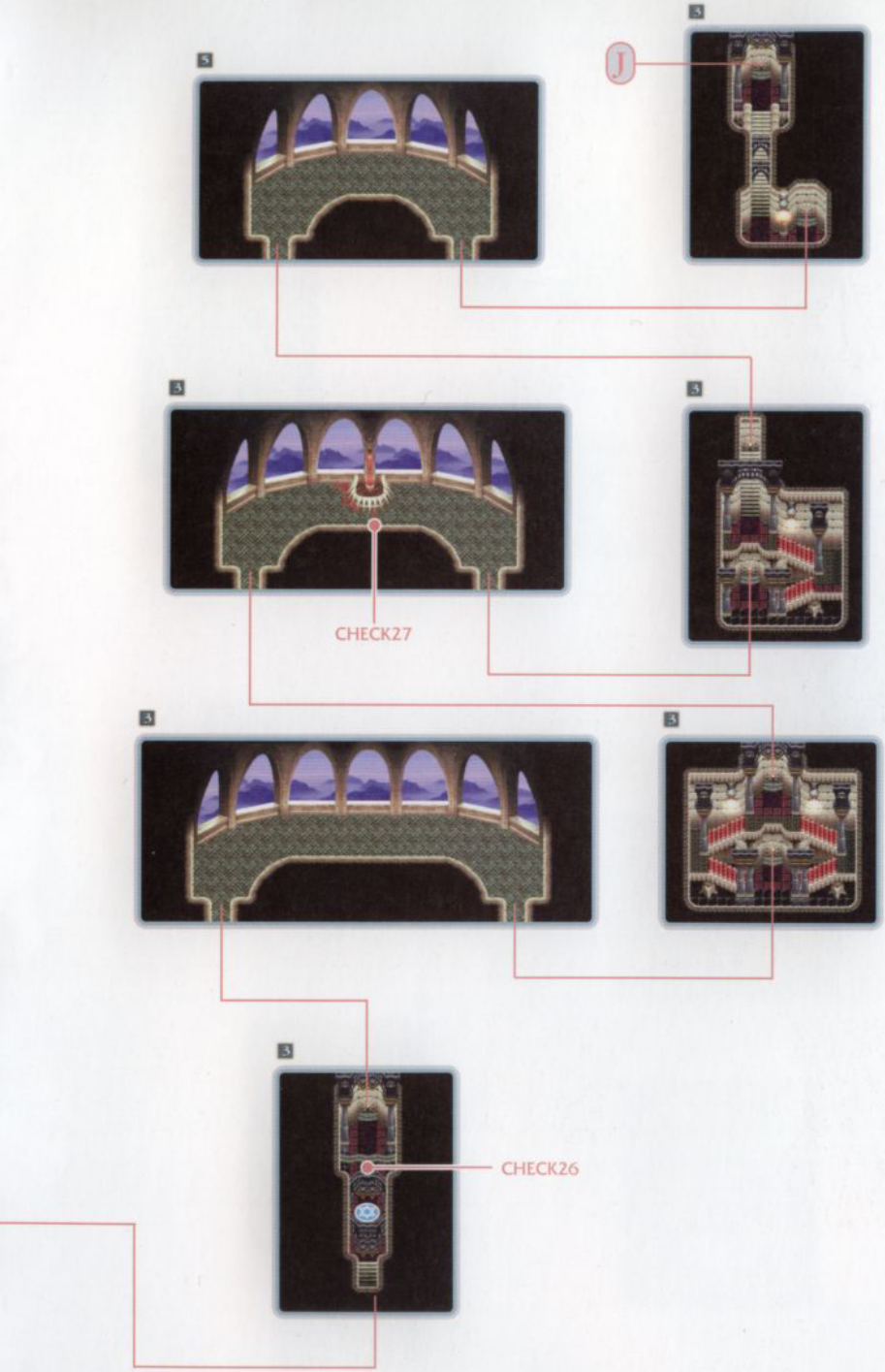

E
D
C
CHECK12
?HELMET Star Helm)
SWORD (Wazir Rapie
r) Holy Bottle
Sage
Spectacles Char
m Bottle
Holy Bottle
Life Bottle
Emerald Ring
Sage

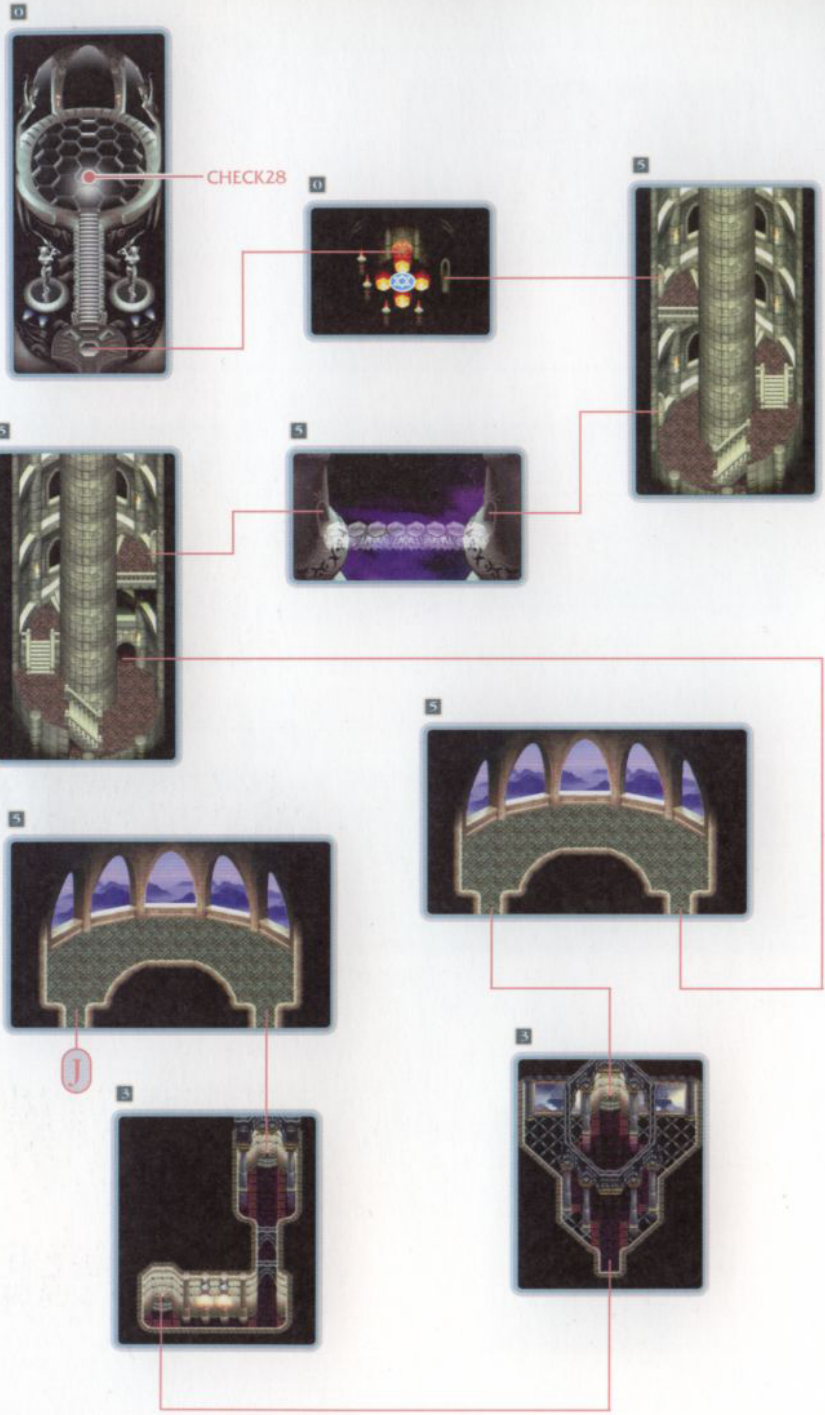

1 Savory
2 Mixed Gummies
1 Rune Bottle
1 Holy Bottle
F
CHECK13
D
E
1 Sage
2 Apple gummy


CHECK17
CHECK18
CHECK16
CHECK20
CHECK19
1 ? ARMOR(マム・ペイン)
CHECK15
CHECK14
1 2
1 Reverse Doll
2 Spice
F


1 Resist Ring
1 Holy Bottle
G
CHECK21
H
H
G
1 Sage H
2 ourglass Elixir
3 Savory
4
5 Magic Pouch
6 Lavender
7 Lavender
I


CHECK23
① Elven Boots
CHECK24
CHECK25
CHECK22
Milk


J
CHECK27
CHECK26


CHECK28
J

Between Time

EVENT 46 ダオス城

CHART P30

Based on the information obtained from the survey team, Cress and his companions arrived at the abandoned mine.

"Sword of Time! Draw Daos's Castle from the rift between time!!" As Cress's shout echoed, Daos's Castle revealed its form.

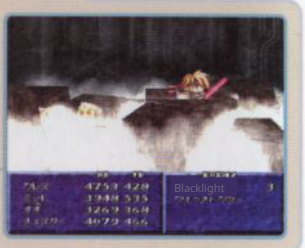
First, defeat DARKEYE?

As soon as you enter Daos Castle, there's a Memory Point. Change your battle members here in preparation for the DARKEYE? battle that appears when you select "CHECK." First, put Cress and Arche or Chester in the formation. The other two can be anyone. Then, equip Cress with "Laser Blade" and Chester with "Elven Bow." Furthermore, if you're using Chester, change the formation so he's right behind Cress. Once you've finished making changes, save and go to "CHECK."

DARKEYE? uses techniques like Spinning Attack and Rock Mountain, but since only one appears, it's easy to win. First, use Lion's Roar to drive the enemy to the edge of the screen. Once it reaches the edge, use Autumn Rain at the same time as Arche casts Ray. Then, use Autumn Rain at the same time as casting Ray on the enemy as it falls after being hit by Ray. Just repeat this pattern. If you're using Chester, use Gale immediately after the last hit of Autumn Rain, and Cress repeats Autumn Rain as soon as the stiffness from Autumn Rain wears off. With either method, if you don't mess up the timing, it becomes a combo, and DARKEYE? can't escape.

Be careful of enemy spells

Witches, Witch Doctors, and Prophets use powerful spells like God Bless, Explode, and Earthquake. These enemies are often in the back lines. Interrupt their spellcasting with spells or Dragon Slayer.



Combos. If you want to increase the number of combos, you can increase the difficulty of the battle in the custom settings to increase the enemy's HP. Furthermore, you can equip Cress and Chester with weapons that have low attack power, such as the "Moon Falx" or "Klein Wind," but be careful because they may be nullified if they don't have an attribute or are not light-attribute weapons. Furthermore, if you equip these weapons, you may need to increase your hit rate with the "Manji Crest" to prevent your attacks from missing and breaking the combo.

No need to read the stone tablet.

CK3の扉が開く。同様の仕掛けでCHECK4のレバーでCHECK5の扉を開けられるが、扉の先にある石盤には隠し通路の存在を示す言葉が書いてあるのみ。隠し通路のことを知っているなら、行く必要はない。

Get the Derris Emblem

There is a Memory Circle at the top of the stairs. Equip Cless with the "Derris Emblem" you obtained with Arlie here, then save and proceed.

If a character without the "Derris Emblem" equipped goes to CHECK6, they will be warped to a jail. To pass CHECK6, you need to collect "Derris Emblems" for all your party members. Until you rejoin your companions, you will be exploring with Cless alone, so if you have a "Holy Bottle", use it. The "Derris Emblems" at CHECK7~10 cannot be obtained unless you defeat the Hanzo that appears in front of the treasure chest, but the treasure chest immediately south of CHECK1, which only appears when Suzu is in your party, can be obtained without a battle. If Suzu is in your party, get this one first. If you want to proceed safely, warp to the jail from CHECK6 each time you get a "Derris Emblem" and increase the number of party members.

If all your companions are present when you go to CHECK11, you will be able to proceed. Remove the "Delis Emblem," re-equip everyone's accessories, and then proceed.

Time Stop for dangerous parties

If you proceed north from CHECK11 to the location with the Memory Point, some of the enemies that appear will change. Among them, the Arch Bishop is a formidable enemy that uses Time Stop to halt your movements and then inflicts massive damage with Earth Quake. Equip Mint with the "Misty Symbol" in advance, and if an Arch Bishop appears, either use Time Stop or, if not, it is safer to simply run away.

While you can collect what the Delise Emblem ROAMEYE? drops after battle, it's not recommended as it takes a long time to collect enough for everyone. When facing Hanzo and Kress alone, the combination of Tiger Fang Slash and Dimensional Link is effective. The enemies that appear, especially the Zombie Giants, are tough opponents with high HP and paralyzing attacks. If you struggle to defeat the Zombie Giants, you'll take heavy damage from the Voodoo Priest's spells that appear with them, so use a weapon like the Dragon Slayer to prevent them from casting spells.

SEALEYE? countermeasures

The door in CHECK13 opens when you pull the lever in the back of CHECK12, but before that, you'll have to fight two SEALEYEs?. These enemies use almost the same techniques as DARKEYE? and ROAMEYE?, but since you're fighting two at once, you'll need a different strategy than against DARKEYE?. First, include Arche in your battle party. The other two can be whoever you like, but it's best not to include Suzu due to the attributes of her available weapons and skills. Then, in the formation, place Arche on the right, Cress on the left, and the other members in between, and equip Arche with the "Misty Symbol."

When the battle starts, have everyone move to the left, and have three people, including Cress and Arche, focus their attacks on the enemy on the left. Have the remaining person attack the enemy on the right from a distance to prevent them from casting spells. The techniques to use are: Cress should use Tiger Blade -> Dimensional Slash, Arche should use Ray, Chester should use Hurricane, Suzu should use Lycoris Radiata, and Klarth should use Origin. If you have Mint in your party, support your allies with Sharpness or Barrier, or stop the enemy's movements with Time Stop. If a SEALEYE? teleports between your allies, have Cress and the others move to the right the moment Arche's Ray hits and the enemy floats. Once you've gathered both enemies on the left side, Cress can use Autumn Rain to attack both of them simultaneously.

Step on it from a distant switch.

The stone tablet in the west of CHECK19 reads, "Begin from the end." This means you should step on the switches in CHECK14~19 starting from the one farthest from the locked door in CHECK20. If you step on the switches from CHECK14 to CHECK19 in the order indicated by the stone tablet's message, the door in CHECK20 will open, allowing you to proceed. By the way, the switches in CHECK14~19 won't react if you step on them in the wrong order, so there's no need to deliberately avoid the switches along the way.

Archer: Since Archer is flying, SEALEYE's spinning attack won't hit. Be sure to include her in the battle to avoid being wiped out in one go by SEALEYE's spinning attack immediately after teleporting. Attribute Issues: Due to the relationship between the weapons Suzume can equip and the special skills she can use, attacks other than Jiraiya's are highly likely to be nullified by SEALEYE. Moreover, Jiraiya's attack takes a long time to register, so even if you use it on a teleporting SEALEYE, it will often be avoided.

Proceed ahead through the hidden passage.

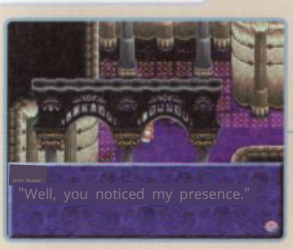
In CHECK21, you will fight two SEALEYE?s. The strategy is exactly the same as in CHECK12. After defeating the SEALEYE?s, examine the stone tablet in the back to reveal the location of a hidden passage leading to an ascending staircase. However, this information is meaningless if you already know about the hidden passage. On the way to CHECK21, you can obtain a "Resist Ring" and a "Holy Bottle," but neither is worth the effort, so you can ignore them all and hurry on. In that case, you can go through the hidden passage in the map just north of CHECK20 and climb the stairs.

Do not touch the lever.

If you simply want to proceed, head west from the CHECK22 map. If you want to retrieve the "Elven Boots," head southeast from the CHECK22 map. In that case, you'll need to use the mirror in CHECK24 to return to CHECK22 because there's a one-way door. However, the mirror in CHECK24 will disappear if you flip the lever in CHECK23. Do not touch the lever and proceed.

Buy experience points from the Reaper.

A Reaper may be present in CHECK25. He's easy to miss as he's in the shadow of a building, but if you talk to the Reaper, you can receive experience points in proportion to the amount of money you pay (see P234). If you pay the maximum amount of 765000 Gald, all party members will receive around 100000 experience points, which should raise their level by 1~2 in one go. If you have plenty of money, it's a good idea to gain experience here in preparation for the final battle. At this time, characters equipped with the "Dark Seal" or "Demon's Seal" can gain more experience than other characters. These items usually come with risks, but there are no drawbacks to using them here. Be sure to equip them when buying experience points from the Reaper.



Dark Seal: Can be obtained from the Treasure of the Pirate Iffreed (see P256) or from a Voodoo Priest. When equipped, special skills cannot be used during battle, and defense power is halved, but the experience gained is multiplied by 1.5. If Mint equips it, special skills can be used even while equipped during camping. Equipping it on companions who do not participate in battle has no effect. This is also the case when buying experience from the Grim Reaper.

Demon's Seal: Obtained by using a "Rune Bottle" on a "Dark Seal." It has exactly the same characteristics as the "Dark Seal," except that the defense power becomes 0 and the experience gained is doubled. If you're going to equip a "Dark Seal," you should equip this instead.

HP and TP are restored with cooking.

After CHECK26, there are almost no traps, and you just keep moving forward. Around this point, the enemies that appear change again, and Nebiros and Samael start to appear. Nebiros has low HP, so as long as you are careful of the Maelstrom spell, you should not have much trouble, but Samael has high HP and uses the powerful spell Earthquake, so you need to be careful. It is weak against light attribute, but even that can be nullified, so always pay attention to your party's HP during battle. To conserve recovery items for the Daos battle, it is a good idea to restore HP and TP with cooking.

At CHECK27, poisonous liquid is pooling on the floor. Moving on this will cause damage equal to 0.5 percent of your maximum HP per step. Let's get over it quickly.

Challenge Daos in an all-out battle.

When you go to CHECK28, you will finally battle Dhaos. Before that, change your equipment to be effective against Dhaos. Change Cress's weapon to the "Eternal Sword" or one with high attack power and no attribute. Equip Mint, Klarth, and Arche with "Misty Symbols"; if you don't have enough, prioritize Mint. Furthermore, equip Mint with "Earrings." You can equip the other characters with "Reflect Rings." The characters to include in the battle are Cress, who is in charge of close combat, and Mint, who is in charge of healing. Choose the others as you like. Once everything is finished, restore everyone's HP and TP, and then save.

The techniques Dhaos uses are almost the same as when you fought him last time, except for the spells. Therefore, the same tactics that worked in the past and present will work. Cress uses Tiger Blade Demon Fang to seal Dhaos's actions with Dimension Slash or Assault Thousand Rending, and if there is a gap in Cress's attack or Dhaos attacks, follow up with Gale, Lycoris Radiata, Origin, Meteor Swarm, etc. Mint should heal her companions' HP, and if she has time, support her companions with Sharpness and Barrier.

Even if Dhaos falls to Cress's attacks, the battle is not over yet. I want you to see the ending for yourself.

Daos' techniques and spells, such as Explode and Tidal Wave, have become more powerful. However, Tetra Spell, Tetra Assault, Daos Laser, and Daos Coleder, while having slightly increased power, have the same basic performance as in the past and present (see P348).

EXTRA MAP

This section introduces dungeons and towns that appear in the future, which are not necessarily required to clear the game. Although they are not related to clearing the game, many places offer items and special skills, and some dungeons have rare monsters, so it's worth visiting them at least once.

EXTRA MAP
Town

Geese Shop

SUB EVENT

Things made from ivory P234

Collectibles Acquired P249

① "Geese Shop"

Rare Plate	82000
Rare Shield	48500
Rare Helm	31000
Rare Gauntlets	59400
Crescent Arrow	148000
Item Viewer	
Combo Commands	400000

② "Factory"

Obtain Geese's masterpiece

Geese Shop
By purchasing combo command items and other
s, you will be able to execute special
moves by inputting commands.

The Geese Shop is located in the southern sea of Olive Village. Here, there is a renowned master blacksmith known as Tekken Geese, who sells valuable items that cannot be obtained elsewhere. In particular, it is advantageous to purchase the rare series of armor as early as possible, as it will make subsequent battles easier.

The "Combo Command" available here is a special accessory that, when equipped, allows you to use skills by inputting commands (see P304). It's expensive at 400000 Gald, but if you want to enjoy technical battles, try buying it.

EXTRA MAP
Dungeon

Ancient City Thor

INFORMATION

●Enemies that recover from Water and Light attribute attacks appear. ●Enemi
es that use poison attacks appear.

MONSTER

Merman
P344

Living Sword
P345

10000R
P347

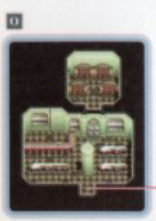
3SH
P347

4400R
P347

Tada
P335
EVENT

SUB EVENT

Supply 術 P231
GROOVY ARCHER P237
The Wonderful World of Taste P242
Spell Learning P246
Summoning magic learned P248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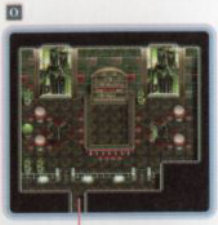
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1 Supply Robot

A

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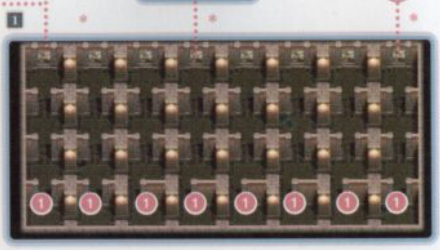
1

A


1

Common Room

1 Common Key

・The connection of the "Common Key" change randomly. Only one c
ontains the "Common Key" with the eye, and it changes randomly w
hich one it's in.

Contract with the Spirit of Light

To contract with Aska in Thor, go to the townsperson east of the pharmacy "Dokudami" in Albanista to hear about Aska, then go to the mother computer in Thor.

In the building in the upper right of the town, you can learn how to make "Fruit Punch" from the cooking machine, and if you talk to the robot in the center and select channel ①, you can enjoy GROOVY Archer.

EXTRA MAP
Town

Ninja Village

SUB EVENT

Searching for Suzu's Parents	P235	Cave of Trials	P236
Suzu joins the party	P236	A Wonderful World of Flavors	P242
Channeled Acquisition	P227	With Yoshu	P244
"Next Leader"	P238	Collectibles Acquired	P249

1 Fish song

② Trial Cave 窟

③ The boss's house and TP are available

4 宝箱 "Utsushimi Ship"
※宝箱の手前にいい
通り Gamma out of の を持ってから取る。

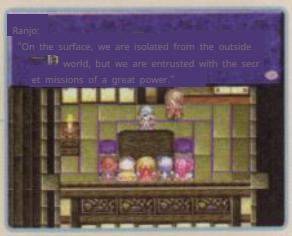
5 民家

※ General Store "Sweet Chestnut Paste"

Vanguard	180000
Ninto Ayame	100000
Kisaragi	22500
Yayoi	125000
Hood	2400
A swastika mark	124000
Mizuguchi	8000
Apple Gummy O	60
range Gummy	200
Mixed Gummies	1000
Banasi Bottle	350
Life bottle fl	300
are bottle	150
Liqueur Bottle	60
Holy Bottle	80
Dark Bottle	20
Rune Bottle	3500
Rope	100
Carrot	150
Cucumbe	90
r apple	40
Grape	250
Rice	32
Dried laver	16
Ofuyu	
Miso	80000

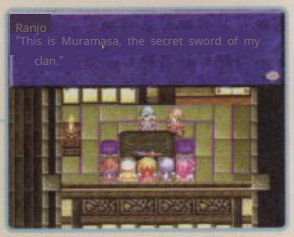
Conditions to meet Suzu

To get to the Ninja Village, you need to meet Suzu in the Forest of Trent (see P192). However, Suzu will not appear in the Forest of Trent unless you hear about the Ninja Village from a man on the roof of the Alvanista building or a townsperson sitting at the counter of Arly's cafe "Late Riser."


Ranjo:
"On the surface, we are isolated from the outside world, but we are entrusted with the secret missions of a great power."

Search for Suzu's parents

Guided by Suzu, you arrive at the Ninja Village and meet Ranzo, the leader of the ninjas and Suzu's grandfather. There, Cless and the others are tasked with finding Suzu's parents, and Ranzo gives them the "Muramasa" as a reward.



Let's go shopping at the general store

As it was written in the third volume of Euclid's Fields, you can buy unique ninja items here. Among the recommendations are the "Mizugumo," which has a 50 percent chance of nullifying water attribute attacks, and the "Manji Seal," which increases accuracy. The former is useful when fighting Fenbeasts in the Ice Cave or Gulfbeasts that appear in the arena, and the latter is useful when aiming for combos.

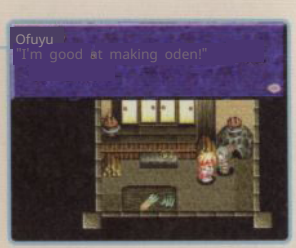
Clan of Shadows

EXTRA TownMAP Ninja Village

Ninjas are a clan of shadows that never appear in the forefront of history. They are hired by major powers in secret, earning their living through espionage. However, the evil hand of Dhaos was creeping up on them as well.

The ultimate dish: "Miso Oden"

Talking to Ofuyu at the general store will allow you to learn how to make miso oden, the ultimate dish that fully restores HP and TP, and even cures incapacitation. Afterwards, talking to Ofuyu again will allow you to buy "miso," one of the ingredients for miso oden. It's expensive at 80000 Gald, but be sure to buy it for when you need it.



Suzu's ParentsSuzu's parents are in Euclid. (See P235)MizugumoEquipping two of these to the same character will completely nullify water-based attacks. You'll want to buy at least two.MisoUnlike other ingredients, you can only ever hold one at a time.

EXTRA MAP
Dungeon

Forest around Ninja Village

INFORMATION

- Enemies that recover with Null, Water, and Light attribute attacks appear
- Enemies that inflict poison attacks appear

MONSTER

Alraune
P329

Grizzly
P332

Treant
P338

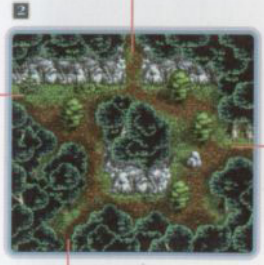
Ranger
P345

G. Mayfly
P346

SUB EVENT

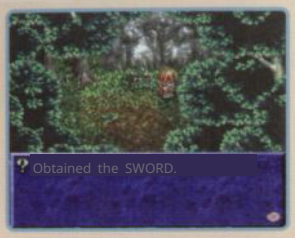
Spell Learning P246

1 Masked



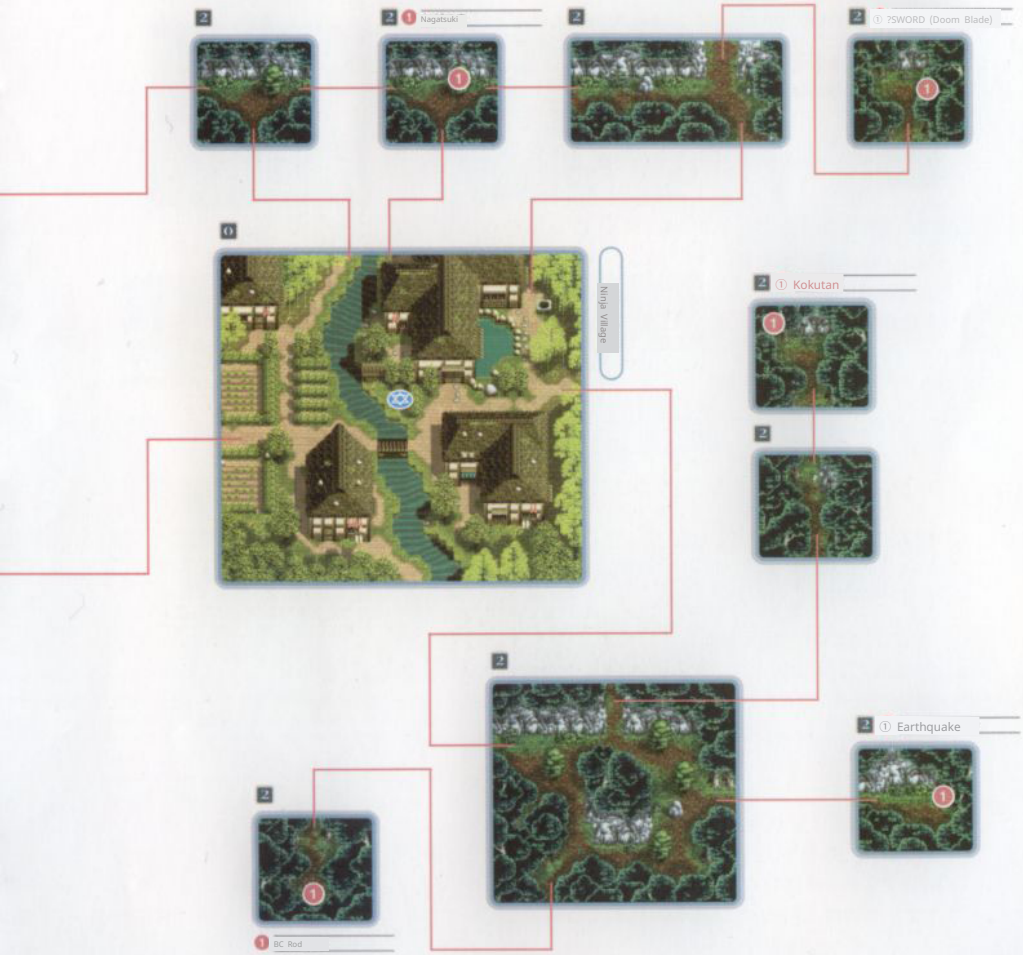
1 ?BOOK (Mist Seven Sun)

Treasure chest in the shadows



The objective here is to obtain items within the forest. There are no special battles or events. Particularly strong enemies do not appear, but it's advisable to prioritize defeating Alraunes, which drain HP with Power Drain.

As for the essential items, there are some valuable ones. Among the most important are the Earth Quake spellbook, "Doom Plate," and "BC Rod." Some items are hidden in the shadows of trees and stones, making them easy to miss. Examine the map carefully to confirm the locations of the items.



EXTRA MAP
Dungeon

Lone Valley

INFORMATION

●Enemies that recover with water attribute attacks appear.
●Enemies that use paralysis and sleep attacks appear.

MONSTER

Siren
P336

Chirp chirp
P337

Dragonewt
P338

Troll
P338

Bloodsucker
P341

Wraith
P346

SUB EVENT

The Wonderful World of Taste P242
Spell Learning P246
Ninjutsu Training P249

Head here first after recruiting Suzu.

In the hut at the entrance, the cook will teach you how to make gratin. Furthermore, you can buy Stone Blast for 250 Gald and Ice Tornado for 800 Gald from the old man. However, if you have already learned these two spells in the past, you cannot buy them. In the cave, there is an "Amethyst" needed to contract with Shadow. Additionally, if you have Suzu in your party, you can buy the ninjutsu "Kamaitachi" at the place where you contracted with Sylph in the past. Kamaitachi has high attack power and a long reach, making it very easy to use. Once you recruit Suzu, come here first to learn this special skill.

EXTRA MAP
Dungeon

Cave of Scorching Sands

INFORMATION

●Enemies that recover from Fire and Wind attribute attacks appear.
●, Enemies that use paralysis attacks appear.

MONSTER

Ignis Fatzas
P329

Vulcan
P330

Dragonewt
P338

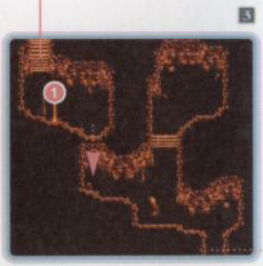
Flamezy
P342

SUB EVENT

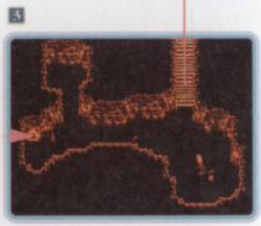
Spell Learning P246
Ninjutsu Training P249

1 Red Spider Lily
If you already know the SWORD (Flare Baselard) will not exist if S uzu is not in your party.

To the field



2 If Firestorm Archer doesn't remember



Let's learn Manjushage.

If you haven't learned Firestorm in the past, you can get it here. However, be careful not to miss the treasure chest containing the spellbook, as it is hidden in the shadow of a pillar. If Suzu is in your party, you will get Manjushage from the treasure chest, but if you have already learned it in the Tower of Flame, a ?SWORD (Flare Baselard) treasure chest will appear. It's better to learn Manjushage here than to pay 510000 Gald to learn it in the Tower of Flame. By the way, among the enemies that can only be encountered here, Vulcan only appears in the room where Ifrit was in the past.

EXTRA MAP
Dungeon

Secluded Island of the North Sea - Eroded Cave

INFORMATION

●Enemies that heal with Water element appear ● E
nemies that use petrification attacks appear

MONSTER

Aqua Dragon P328

Evil Star P329

Blood Sucker P341

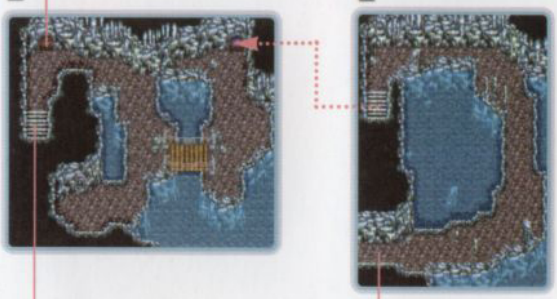
G Squid P348

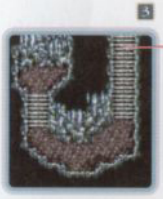
SUB EVENT

xx Chef P239

The Wonderful World of Taste P242

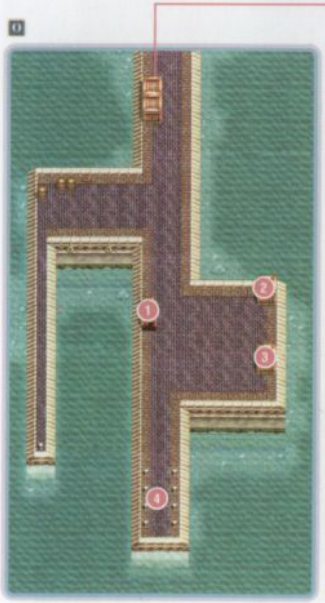
Spell Learning P246

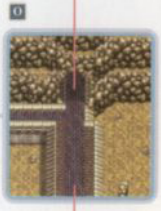




1 Trock Mountain

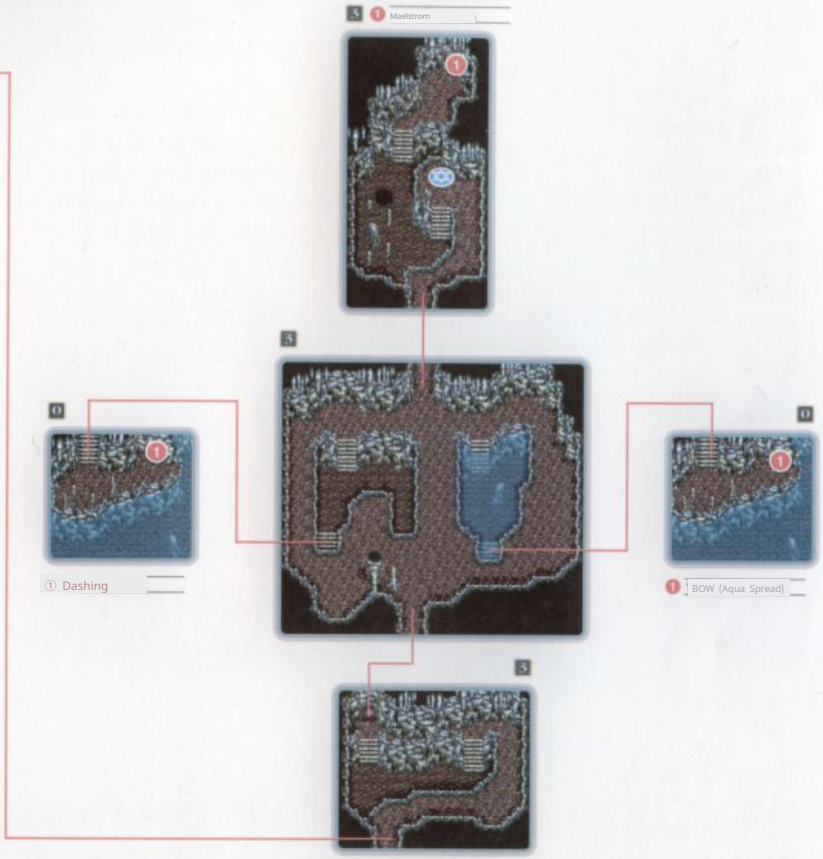
Ache doesn't remember



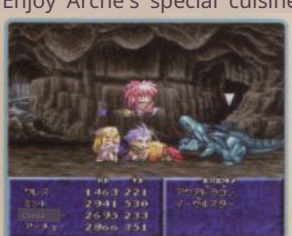


Field

1 Onion, carr
2 ot, cabbag
3 e, pork
4



Enjoy Arche's special cuisine



When you come here for the first time after traveling to the future, Arche suggests getting something to eat. Be sure to choose "Yes" here. Afterward, learn how to make a meat stew from the cook at the port, then head to the Erosion Cave. Inside, you can find Maelstrom and "Dashing." Also, you can obtain the Rock Mountain spellbook only if you haven't acquired it in the past. Remember that among the monsters that appear here, the Aqua Dragon only appears on the map where you fought Undine in the past.

EXTRA MAP
Dungeon

Spirit Cave

MAP P82

INFORMATION

- Enemies that recover from Water and Dark attribute attacks appear
- Enemies that nullify Dark attribute attacks appear
- Enemies that use Paralysis, Petrification, and Sleep attacks appear

MONSTER

Archdemon P329

Nightwing P3
38

Breeve
P341

AC Rover
P346

Get the Ring of Contract

The only item inside the cave is the "Sapphire," located beyond the door in the upper right of the room where you fought the Gnome in the past. When equipped, it increases defense by 20, but as an accessory for Krath, who mainly fights with spells, it's not very useful. However, you need this to learn the summoning spell Gremlin Lair. Be sure to stop here and get the item before going to the lower levels of the Morlia Mines (see P268).

In the past, monsters only appeared on limited maps, but in the future, monsters appear on all maps, and their appearance rate is 3. The monsters that appear here do not appear in other dungeons, so to complete the monster guide, you'll want to fight all of them. Among them, the Arch Demon has a low appearance rate and only appears in the place where you fought the Gnome in the past, so remember that.

EXTRA MAP
Dungeon

The Isolated Western Island: Demitel's Mansion

MAP P70

INFORMATION

- Enemies that nullify wind attribute attacks appear
- Enemies that use paralysis attacks appear

MONSTER

Viper P330

Shaitan P335

Specter P3
36

Dragon Tooth
P338

SUB EVENT

Spell Learning P246

Only need the underground

The only item obtainable here is the spellbook, Tempest. The treasure chest is located in the room where you fought Demitel in the past. Once you obtain the spell, all that's left is to fight enemies to complete the Monster Guide. The enemy encounter rate in each map is the same as in Demitel's Mansion in the past. The types of monsters that appear are Wyvern in the courtyard, and Shaytan, Specter, and Dragon Tooth in the basement.

EXTRA MAP
Dungeon

The Tower of the 12 Zodiacs

MAP P114

INFORMATION

MONSTER

Gold Dragon
P333

Psychic P33
4

Nightmare
P338

Bishop P3
40

Black Knight P
341

Mithril Golem P3
44

SUB EVENT

Ninjutsu Training
P249

Take Ninjutsu or take a weapon

If Suzu is in your party, you can obtain the Ninjutsu skill, 'Raiden' in the room where Luna was in the past. However, if you have already learned Raiden in the Vault of Vout, the contents of the treasure chest will be 'Luck Blade'. Decide whether to obtain Raiden here and get 'Luck Blade' from the treasure of the pirate Aifread, or learn Raiden for 520,000 Gald in the Vault of Vout to get a powerful 'Luck Blade' at an early stage, depending on how much Gald you have. By the way, if Suzu is not in your party, the treasure chest itself does not exist.

Of the monsters that appear here, only Gold Dragons and Black Knights appear in the small rooms on each floor. Black Knights also appear in the future Daos' Castle, but Gold Dragons only appear here, so be sure to fight them.

EXTRA MAP
Town

Morrison Magic Research Institute

I checked under the bed and...

The house where Edward's family lived in the past is now a magic research institute. There are no particular events here, and the main focus is on gathering information. From the cook on the upper right of the first floor, you can hear explanations about how easily each character's cooking proficiency increases, and on the second floor, you can hear information about magic and law magic. Furthermore, if you examine the bed on the second floor, you can obtain a "drum set." If you use this in the item screen, you can enjoy playing with each button.

EXTRA MAP
Dungeon

Birch Forest

MAP P142

Collect "Tochukaso" twice

As in the past, no monsters appear here. There are no particular events, but the "Tochukaso" scattered around will respawn when you come to the future, even if you have already collected them in the past, so you should definitely come here. Furthermore, the "Tochukaso" will respawn again after you defeat Flamberge in the Tower of Flames, allowing you to collect it a total of 4 times throughout the game.

EXTRA MAP
Dungeon

Spirit Forest

MAP P66

INFORMATION

● Enemies that use poison attacks appear.

MONSTER

Killer Bee P332

King Cobra P332

Predator P342

SUB EVENT

Dhaos Attacks! P233

Pay attention to the timing of your visit

If you are retrieving items from the past, you will not obtain anything, and all enemies will appear on other maps, so there is no need to fight them. However, if you go to Yggdrasil between obtaining the Rare Bird and obtaining the "Eternal Sword", a sub-event will occur (see P233).

EXTRA MAP
Dungeon

Vault's Cave

MAP P162

INFORMATION

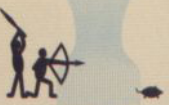
●Enemies appear that are healed by Water and Lightning attribute attacks

●Enemies appear that nullify attribute attacks

●The "Sorcerer's Ring" is required to clear.

If you come after making Suzu a party member...

You come here once to contract with the spirit Volt (see P162). The enemies that appear and the treasure chests that are placed have not changed since the last time you came. However, if you come after making Suzu a party member, there will be a ninja where Volt was, and you can buy the ninjutsu "Raiden" for 520,000 Gald. If you buy Raiden here, the contents of the treasure chests in the 12 Constellation Towers will change (see P223).



SUB EVENT

Sub-event

EVENT Statue Carrying

Location: Modern Tortoise Village
入手 "Apple Gummy" or 10 Gald

Go to the inn "Yasuragi" in Tortis Village and talk to the innkeeper to be asked to help carry a stone statue. You will help carry the stone statue next to the counter to the back corridor. If you help after being asked by the innkeeper, you will receive a reward of 10 Gald. If you carry the stone statue beforehand and then talk to the innkeeper, you will receive an "Apple Gummy." The "Apple Gummy," which costs 60 Gald to purchase, is more valuable, so it is more profitable to obtain this. This event disappears after defeating the boar in the southern forest.

EVENT Mapo Curry

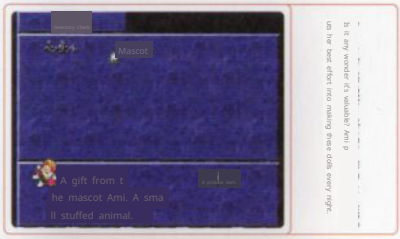
場所 Modern Tottis Village
入手 None

In Chester's house in Tottis Village, you can examine the pot in the kitchen to taste Amy's special Mapo Curry. The effect of eating Mapo Curry is a full HP and TP recovery. Only the first time you examine the pot, there is a short conversation between Cress and Chester, and after that, you can recover as many times as you like by examining the pot. Even though it's called eating, it's just a little taste, so it's over in an instant, making it less troublesome than resting and recovering at Cress's house. The Mapo Curry pot is on the stove in the kitchen until you defeat the boar in the Southern Forest. After that, it is a phantom dish that will never appear again. Be sure to taste it at least once.

EVENT: Amy's Present

場所 Modern Tortis Village
入手 "Channeling," "Mascot"

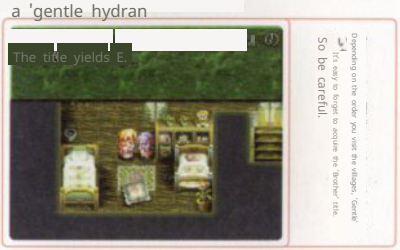
Talking to Amy at Chester's house in Tortis Village will get you a "Mascot" that Amy made to resemble Cress. At this time, Chester gets jealous that Amy only prepared a present for Cress, and Amy, troubled by this, also gives you a "Channeling" for your brother. This event disappears after defeating the boar in the Southern Forest.



EVENT: Gentle Big Brother

場所 Obtained the title 'Gentle Big Brother' in Modern Tortoise Village.

Talk to the owner of the general store "Gory" in Tortoise Village to receive an "Apple." Give this to Amy, who is at Chester's house, and Chester will obtain the title of Gentle Big Brother. If you have used the "Apple," you can buy a replacement "Apple" in Euclid and give it to Amy. This event will disappear after defeating the Boar in the Southern Forest. Chester is a 'gentle hydran



EVENT: The Grocery Store is in an Uproar

If you wait for a while inside the "Marion" grocery store in modern Euclid and the "Ajiou" grocery store in future Euclid, customers will enter one after another. By catching the bush babies that sneak in with these customers, you can receive one randomly selected food item from the table below as a thank you from the grocery store staff. To catch the quickly moving bush babies, corner them against a wall and rapidly press the button. This event can occur any number of times, allowing you to obtain food for free, but the waiting time for customers is long, making it inefficient.

■List of Obtainable Food

Squid
Sardine
Strawberry
Shrimp
Octopus
Chicken
Banana
Pineapple
Beef
Grape
Prune
Pork
Tuna
Mangosteen
Milk
Melon
Apple
Lemon

Be careful. It's quite painful to start over from the first customer. If they leave the store, you have to wait until there are 4 customers.

It's easy to get caught, so try many times. Whether or not you can catch the escaped bush baby and receive a thank-you meal is determined randomly.

EVENT Channeling Acquisition

"Channeling"

The ability to control party members with a controller, "Channeling" (see P287), is usually obtained when a new character joins the party by talking to a green-skinned person. Mint is the exception and can be obtained from a treasure chest in the modern Euclid Aqueduct. Considering the number of characters that can participate in battle, three "Channeling" abilities are sufficient, but since you can get them for free for the number of party members, you should collect them all.

●Chester

You can obtain "Channeling," which you get when Chester joins your party at the beginning of the story, by talking to Amy in Chester's house in present-day Totis Village (see P34).

●Mint

You can obtain "Channeling," which you get when Mint joins your party in the Euclid Underground Prison in the present day, only from a treasure box in the underground waterway just beyond the Euclid Underground Prison (see P42).

Located on the same floor as "Channeling" before moving to the next floor. Make sure to link and keep both "Orange Gummy" treasure chests.

Keep them.

●Klaus

You can obtain "Channeling" when you recruit Claus in Euclid Village in the past by talking to Mirald, Claus's assistant at the Claus Magic Laboratory in Euclid Village (see P58).

●Arche

You can also obtain "Channeling" when you recruit Arche in Lonevally in the past by talking to her father, Part, at Arche's house in Lonevally (see P74).

●Suzu

You can obtain "Channeling" by making Suzu a companion in the Village of the Future Ninja, or by speaking to Dozo, Suzu's grandfather, who is in the headman's house in the Village of the Ninja (see P214).

EVENT Nancy and Elwyn

Refer to the main text.

Obtain "White Glove," Title: Cupid

The story of Nancy and Erwin, starting from the p ast Euclid Village, is a series of events. The consequ ences of past actions affect the future world.

Past

1. Euclid Village

First, talk to Nancy next to the inn's sign tw ice. You'll find out that she has fallen in love with Elwin, who is at the weapon shop. Afterw ard, listen to their conversations alternately un til Elwin leaves the weapon shop. 2. Hamel To wn

If you talk to Nancy in the back left room of the inn, she will move to Venezia. Even if you don't meet her, by the tim e Cress and the others meet Martel in the Spirit Forest,

Nancy has moved to Venezia.

Kress
"Oh, Nancy!?"
It won't have any impact. Whethe r you see it or not, it only affects the event in the town of Hamel in future developments.

3. Venice City

Go to the inn and talk to Nancy to help her out. Talk to Elwyn and make an appointment, th en tell Nancy about it. Go to the fountain wher e you're supposed to meet and talk to Nancy a gain. Leave the city or stay at the inn, then wat ch Elwyn and Dog's fight on the second floor of Riot's. After that, talk to Elwyn in the shadow o f the building to the left of the fountain and en courage him. 4. Alvanista Capital

Go to the tool shop "Calendar" and you'll find Nancy and Elwyn. If you talk to them, they'll ask you not to t ell Dog where they are.

5. Venice City

Talk to Dogi and have him tell you where Elwin is.

6. Alvanista, the Capital City

Entering the house in the upper right of the town reveals Dog and Elwyn in the middle of a huge fight. Helping Elwyn and the others here will reconcile Dog and the two.

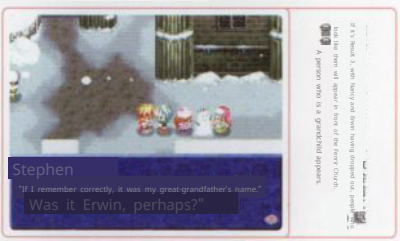
7. Venice

Talking to Elwin in Riot will prompt him to ask you to attend the wed ding. Choosing "Yes" will start the ceremony, and Mint will obtain the title Cupid along with the "White Gown." The ceremony will not begin unless all four of Cress's party members are present.

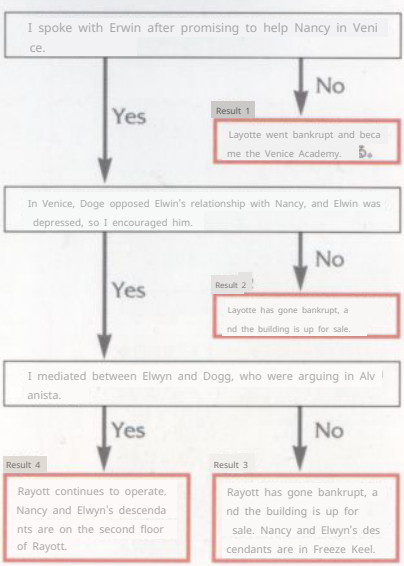
Elwin
"But, if possible, I'd like everyone to attend, so I'd like you to com e when everyone is here..."
Before conquering Ymir's Forest, which is in a sit uation where Che is separating, try A once. even if you try to attend the wedding.
The ceremony won't start.

Future

Depending on the progress of Nancy and Erwin's sub-e vents, the future will change as follows. If Result 3 and R esult 4 occur, you will be able to meet people who look ju st like Nancy and Erwin.


Stephen
"If I remember correctly, it was my great-grandfather's name."
Was it Erwin, perhaps?"
A person who is a grandchild appears.

Future changes due to past actions


I spoke with Erwin after promising to help Nancy in Veni ce.
No
Yes
Result 1
Layotte went bankrupt and beca me the Venice Academy.
In Venice, Doge opposed Elwin's relationship with Nancy, and Elwin was depressed, so I encouraged him.
No
Yes
Result 2
Layotte has gone bankrupt, a nd the building is up for sale.
I mediated between Elwyn and Dogg, who were arguing in Alv anista.
Yes
No
Result 4
Rayott continues to operate. Nancy and Elwyn's descenda nts are on the second floor of Rayott.
Result 3
Rayott has gone bankrupt, a nd the building is up for sale. Nancy and Elwyn's des cendants are in Freeze Keel.

EVENT Personal Trade

Past Alvanista

Obtain 100~1500 Gald

Near the entrance of Alvanista Port, a sail or and a well-dressed man are talking. It se ems they are trying to import rice to Alvanis ta, where the food situation is not good. If you talk to the well-dressed man and have "Rice", he will buy it for 100 Gald each. How ever, you cannot specify the number you wa nt to sell; he will buy all that you have. Also , whether you have only 1 "Rice" or 15, you only have one chance to sell. You should s ell when you have 15.

Before going to Alvanista, go to Venezia Yields a profit of 1500 Gald. H opefully. The unit price is low, but if you sell 16, buy "Rice" in A City.

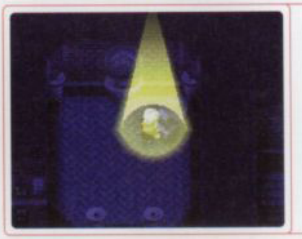
EVENT Sakuraba's Piano

Past/Future Acquired at the Adventurer's Guild in Alvanist

a: None

In the Adventurer's Guild of Alvanista in the past, after o btaining a permit to enter the Moria Mines and talking to t he master, you can listen to the piano performance of Saku raba, who is a pianist.

Also, in the city of Alvanista in the future, you can listen to the piano performance of Sakuraba the Fifth at the Adventurer' s Guild. The song played is the same. By the way, if you trigge r a Face Chat after seeing this event in the future, the topic wi ll be Sakuraba. Incidentally, the content of the Face Chat that o ccurs afterward changes depending on whether you have listen ed to the performance in the past and then listened to it in th e future, or whether you have never listened to it in the past and are listening to it for the first time in the future.



It is better to listen when you have time. You can 't leave your seat halfway through Sakuraba and S akuraba the fifth's performance, which lasts for m ore than 2 minutes, as the master says.

EVENT Stone Removal Game

Past Alvanista Castle

Acquire "Miracle Gummy", "Mental Ring", and the title "Stone-Taking Master"

After defeating Dhaos, go to the past Alvanista Castle and you can play the stone-taking game wit h the Stone-Taking Master. The rules of the game are that players take stones from the pot in turns, and the one who is forced to take the last stone loses. However, this game has a perfect winning pattern, so you will never lose if you know it.

First, a note on starting: always pass the turn to y our opponent with a number of stones remaining in t he pot that is a multiple of 4 + 1. For example, if th ere are 28 stones in the pot, choose to go first and take 3 stones. That is, make it 25 stones, which is a multiple of 4 (24) + 1. Conversely, if the number of st ones in the pot is a multiple of 4 + 1 from the begin ning, for example, 17, 21, 25, 29, 33, 37, etc., deliber ately let your opponent go first.

Next, regarding the number of stones you take, make sure that the total of the stones your opponent takes and the stones you ta ke always equals 4. If your opponent takes 1 stone, take 3; if they take 2, take 2; and if they take 3, take 1.

If you don't make any calculation errors, you can al ways win by sticking to this pattern. If you beat the St one-Taking Master, you'll receive a "Miracle Gummy." However, the Master will challenge you to a rematch. If you defeat them again, you'll obtain the "Mental Ri ng" and simultaneously earn the title of Stone-Taking Master. Then, the Stone-Taking Master's name will cha nge to Former Stone-Taking Master.

You'll be overwhelmed by the master. If s okay. If you get this wrong, the stone-taking m ath will be decided by the first move, they say.

The number of stones inside has drastically increase d. It won't make you stronger, but just because it's a mistak h with the pot doesn't mean the stone-taking master will...

SUB EVENT Alvanista Memorial Race

Location: Past and Future Alvanista Capital

Refer to the acquisition table

You can play a racing game by talking to the host at the right end of Alvanista Capital. Cress participates in the past, and Chester participates in the future. Winning grants them the titles of "Mach Seinen" and "Geki Mach Yarou," respectively. Also, in the future, Klaus participates specially only in races held every 100th time, but you cannot obtain a title even if you win the race.

If you win the race, you can receive one item of your choice from the items in the table on the right as a prize. Also, in the future, you can receive items corresponding to the course record from the townsperson on the lower left of the host, and items corresponding to the fastest lap from the person on the roof of the building to the right of the central entrance. In addition, you will also receive an "S Flag" as a secondary prize for the second prize. You will not be able to challenge the race once you have received three prizes, but you can decline the prizes with a button, so use this if you want items based on the fastest time.

Prizes for defeating Mach Boy

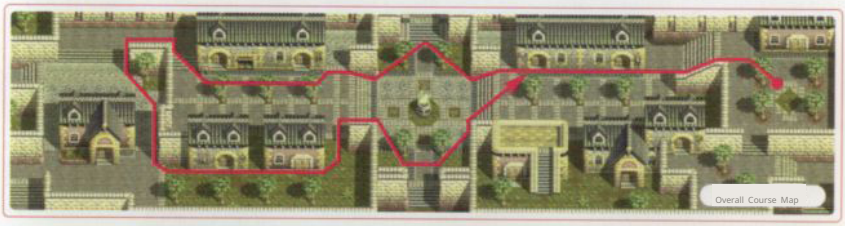
Prizes (Past)	Prizes (Future)
1. Coral	1. Tapestry
2. Gawa	2. Wall Break 3
3. ?SWORD (Long Sword) 4. ?SWORD (Fame Face)	. ?BOW (Flare Spread) 4. ?BOW (Self Bow L)

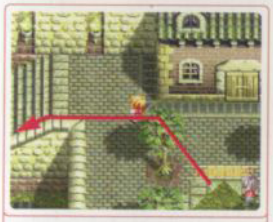
Items related to course records

Time -	Item
39800 - 39825 - 39850 - 40000 - 40850 < - 41800 - 41850 - 42000	Fairy Ring
	Force Ring
	Moon Crystal Black Onyx Ticket (Chronoglass if Suzu is in the party), Holy Symbol
	Coral, Pelt
	?SWORD (Fame Face)
	Knight's Saber

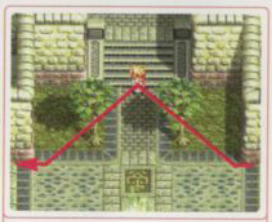
Item for fastest lap

Time	Item
~12:00	15 Elixirs
~13:00	15 of each food item other than miso
~13:10	15 Miracle Gummies
~13:20	15 Buying Gummies, 15 Lemon
~13:30	Gummies, Red Sage, Red Savory, Red Verbena, Red Lavender Sage, Savory, Verbena, Lavender
~13:40	One of each food item other than miso
~13:50	15 Apple Gummies, 15 Orange Gummies, and 15 Mixed Gummies each
~13:75	
~14:00	

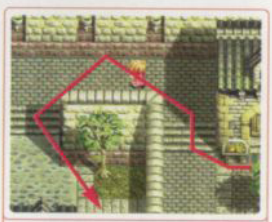

Overall Course Map



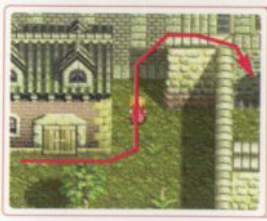
Diagonal movement is important in the race. Immediately after the start, move diagonally to run to the upper left while matching the height to the lower side of the stairs. From the second lap onwards, it is best to turn back so that you touch the left edge of the starting line.



You have to go over the top of the tree, but it's easy once you get used to it. Running diagonally like the line in the picture will reduce operational errors and allow you to pass through at the fastest speed.



It's easy to run diagonally, skimming the corners, and there's no loss in passage time. Townspeople often get in the way here, so it's best to start the race after confirming they are gone.



The key is to run slightly upwards after turning diagonally, skimming the corner of the building. If you continue to move diagonally as is, you will hit and be off course. It will come off.

After descending the stairs, move directly downwards. Then, run through diagonally, just like when you passed the tree above the plaza. This is a difficult section, so practice before the race.

EVENT Treasure Chest at the Item Shop

Past, Future Olive Village Acquisitio
n See main text

In the general store "Tenderloin" in Olive Village, there's a hidden passage leading to a warehouse where you can buy items from a treasure chest. The prices are 60,000 Gald for "? SWORD (Moon Falx)," 65,000 Gald for "Mithril Plate," 55,000 Gald for "? CLOTH (Mithril Mesh)," and 50,000 Gald for "Pretty Mittens." Once you find the door to the hidden passage and leave the store, a woman will block your way, preventing you from entering the warehouse. Therefore, you only have one chance to purchase the contents of the treasure chest, so if there's an item you want, you need to save up enough money before coming. You can still purchase the contents of the treasure chest in the future, but buying them in the past will be more helpful for your subsequent adventures.

Kress
"There's a door in a place like this."
The hidden passage door is in the general store 'Tenderloin'.
It is on the wall in front of the clerk in 'N'.

EVENT Voice Imitation Comedy

Past, Future Ymir East Empty Lo
t No Stats

In the empty lot east of the Water Mirror Ymir Forest, you can listen to the impressions and skits of traveling performers. There are four types of skits: "???" from the past and "Endless Battle", and "[redacted]" the future and "Cooking Duty". You cannot obtain items, but take a break here if you are tired of adventuring.

EVENT Supply Robot

Past, Future, and Ancient City of Thor
Refer to the description text

In the lower right building of the ancient city of Thor, there is a supply robot that gives recovery items. The items you can receive are four types: "Apple Gummy", "Orange Gummy", "Panacea Bottle", and "Life Bottle". If you come to Thor in the past, there is no place to recover your health until you go to the Mother Computer Room. If you talk to the supply robot, it will replenish 15 items for free each time, so be sure to take advantage of it.

EVENT: Secret Art Inheritance

Location: Miguel Town (Future), s
ee text for details

After speaking to the receptionist at the Miguel Swordsmanship Dojo in Miguel Town and then staying at the Miguel Inn, Cress will dream of his parents. When he wakes up, Cress will have learned the secret art Myoukuu Zanshouken (see P299) that his father Miguel used, and he will obtain the Secret Art Inheritance title. However, if the conditions for Chester's training event (see below) are met at the time you stay at the inn, that event will take priority. In that case, even if it's a hassle, leave the inn and stay there again.

Cress has learned the title of "Master of Mystic Arts".
It seems he only obtained the title of property using Secret Art: Sky Severing Soaring Sword, but looking at the event also, it's a secret art scroll.
It is now possible.

EVENT: Chester's Special Training

Title: Hard Worker

If you stay at an inn in the future, you can see Chester training late at night. The first training session, which occurs whenever you stay at an inn, earns Chester the title of 'Hard Worker'. The second training session occurs after you've seen the first one and progressed the story to a certain point, then stay at an inn. However, if it occurs in the Elven Village (see P191), the content will differ from when it occurs elsewhere. The training event increases Chester's experience points more when the difference in experience between Cress and Chester is large, but it will no longer occur if you obtain the 'Eternal Sword' and stay at the inn in the town of Arlee in the Land of Darkness. The training event, which allows you to raise Chester's level without fighting enemies, is something you'll want to complete as soon as you arrive in the future. Chester gains experience through this training.

EVENT: King Euclid's Financial Aid

Future Euclid Castle
Obtain 80,000 Gald

If you meet with the king in Euclid Castle, you can receive 80,000 Gald in financial aid to defeat Dhaos. You can choose whether or not to accept this aid, but refusing it only means you won't get the money and gain nothing. It's best to accept the financial aid without hesitation. Also, before meeting with King Euclid, you can participate in the martial arts tournament held at the arena (see P240) and win 8 or 9

Winning streaks and prizes will disqualify you from receiving aid.

You can receive unconditional financial aid just by meeting with the King of Euclid.

EVENT Piano Teacher

Future Venice City
Obtain "D's Sculpture." Title: Piano Teacher

Going to the Mayor's house in Venice will lead to Mint teaching piano to the Mayor's daughter, Chelsea. Mint will give Chelsea a total of 5 piano lessons. After leaving town once and then talking to Chelsea, her piano skills will improve, so repeating this will allow you to advance the event to the end in one go.

Be polite. As Min
t's piano skills improve, even Chelsea
, who was initially cheeky, will

receive the "Statue of D". If you listen to the piano recital you will get the collectible

EVENT Button Pressing Game

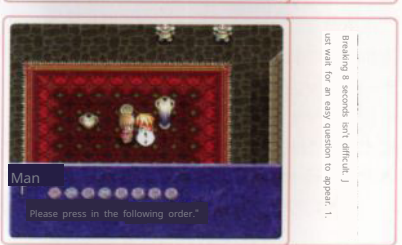
Future Albanista Castle

By talking to the man on the 2nd floor of Future Albanista Castle, you can play a button-pressing game. The rules of this game are very simple: just perform 8 button operations as instructed by the man. If you can press the buttons correctly without any mistakes, you will receive an item depending on the time it takes you to complete the input (see the table below). You need the memory to remember the order of the buttons presented by the man within the time limit, but if it's too difficult, try challenging repeatedly and wait for an easily memorable sequence to be presented.

■Button-Pressing Game Prizes

Within 1.65 seconds	1st time	Ring Shield
	2nd time and later	Elixir
Within 3.31 seconds	1st and 2n	Starlet
	4 time and later	2/3 chance of Miracle Gummies 1/3 chance of Basilisk Scale
Within 4.98 seconds	1st time	Pretty Mittens
	2nd time and later	Miracle Gummy
Within 5.81 seconds	1st time	Lavender
	2nd time and later	2/3 chance of Miracle Gummy, 1/3 chance of Lavender
Within 6.65 seconds	1st time	Verveine
	2nd time and later	2/3 probability of Miracle Kumi 1/3 probability of Verveine
Within 7.48 seconds	1st time	Savory
	12th time and later	2/3 chance of Miracle Gummies 1/3 probability of Savory
Within 8.33 seconds	1st time, 2nd time and later, 1st time	Sage
		2/3 chance of Miracle Gummies 1/3 probability of Sage
8.33 seconds or more	2nd time and later	Mix Gummy
		Mix Gummy

A descendant of a master stonemason from Ya
City. The male questioner is Alvanis from the past.



Breaking 8 seconds isn't difficult. J
ust wait for an easy question to appear. 1.

EVENT Yomi Live

Future Alvanista Capital not obtained

You can watch Yomi's live performance at the Adventurer's Guild "Banik" in the city of Alvanista. To watch the live performance, you need a "ticket," which you can get either by spending 2001 Gald or more at the pharmacy "Dokudami" above the Adventurer's Guild, or by achieving a course record of less than 40 seconds in the Alvanista Memorial Race (see P230). However, even if you have a "ticket," you cannot watch the live performance if Suzu is in your party.

Mami
"It's Yomi. 'The Dream Will Not End'"
Please listen."
You need to go outside. After obtaining it, you need a "ticket" to see the Alvanista live performance once.

EVENT: Odin's Trial

Future Flame Tower

Obtain "Gungnir", "J's Sculpture"

Cress can undertake Odin's trial in Odin's Chamber, accessible via a warp zone in the Flame Tower. You can challenge Odin if Cress is level 40, but Cress must fight Odin alone, so it's better to progress the story, improve your equipment, and level up first.

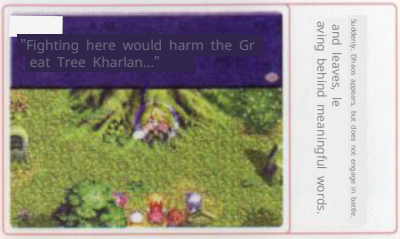
Attacking Odin with light-based attacks will restore his HP, and he has a 50% chance to nullify attacks of other attributes. Therefore, it is best to use weapons without attributes, and considering attack power, you'll want to equip the "Eternal Sword." Other weapons can be substituted, but be aware that you won't be able to damage Odin without a certain level of attack power. To nullify light-based attacks, equip the "Mithril Mesh" and two "Reflect Rings" as armor. If you equip Cless with the above equipment, you will almost certainly not lose if you repeatedly use special moves such as Dimensional Slash in battle. You can obtain treasure chests after winning the battle, but if you take the blue treasure chest containing "Gungnir," you will be warped back to the Tower of Flames. As Valkyrie warns you after the battle with Odin, be sure to take the red treasure chest containing "J's Sculpture" first.

EVENT: Daos Attacks!

Future Spirit Forest

Not obtainable

If you go to see Yggdrasil in the Spirit Forest in the future era, an event will occur where you encounter Dhaos by chance. There are no items to obtain in this event, but it is worth seeing as you can get clues about Dhaos's purpose. Also, there are conditions for the period in which it occurs; it can only be seen from the time you obtain the Rare Bird in the future era until you obtain the "Eternal Sword". Dhaos


"Fighting here would harm the Great Tree Kharlan..."
Suddenly, Dhaos appears, but does not engage in battle, and leaves, leaving behind meaningful words.

EVENT XX Chef

Location Future Erosion Cave Port

Reward: Title ×× Chef

When you go to the future Erosion Cave, an event will occur where the entire party eats together. During this event, Arche will unfortunately earn the title of ××cook. Also, Arche will be able to make "Special Cuisine?", but it will be immediately sealed and cannot be used in the cooking section of the camp screen.

Ha
Arche
"Hey, wanna grab a bite here?"
Choose to eliminate them and lose the title. Otherwise, the "yes" option will always be chosen.
d in the choices that appear in the event here.

SUB

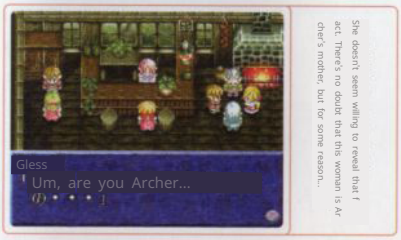
EVENT: From Mother to Daughter

場所 Future Elf Village

入手 Obtained "Star Bloom", "Mother's Gloves"

In the future Elf Village, you can receive equipment exclusively for Arche by talking to the owner of the inn "Elf Inn". The items you can obtain are "Star Bloom" and "Mother's Gloves". In particular, "Mother's Gloves" can only be obtained here and is a valuable item for Arche, who lacks arm equipment. To complete the collector's encyclopedia, be sure to obtain it.

Elven Inn
"Are you sometimes the Open Brave's all going?"
Let's talk to the innkeeper. Even if you don't need to recover your stamina,


Gless
Um, are you Archer...
She doesn't seem willing to reveal that fact. There's no doubt that this woman is Archer's mother, but for some reason...

SUB

EVENT: Things Made from Ivory

場所 Future Geese Shop

入手 Acquisition: "Janpai"

In the Geese Shop, there's a craftsman who desires ivory. If you bring the trade item "Ivory," they will make "Janpai" for you. "Janpai" is a consumable item that can be used during battle. When used, it deals damage to enemies based on a randomly selected mahjong hand (see P321). From one "Ivory," you can get 1-3 "Janpai".

"Speaking of the latest fashion trending in Alvanista, it's definitely..."
The sight of girls excitedly chatting about topics, while waiting for Sammy from the shop and the fashion "Jan-ba" to be ready, can be seen.

SUB

EVENT: Elven Bow

場所 Future Elf Village

入手 "Elven Bow"

At the weapon shop "Twilight" in the elven village, Chester's "Broken Bow" can be repaired for 20,000 Gald to create the "Elven Bow." The performance of this bow is very high for the repair cost, and you should definitely obtain it. Also, if you obtain the sacred log in the depths of the Trent Forest (see P258), you can further power it up.

Elven Archer
"Okay, then wait for me."
Give the Broken Bow to the blacksmith, then go to the inn. Let's stay overnight and come back to get it.

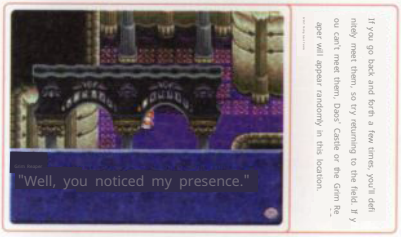
SUB

EVENT: Deal with the Grim Reaper

場所 Future Daos Castle

入手 Acquisition: See text

A Grim Reaper may appear at CHECK25 in Future Daos Castle (see P204). This Grim Reaper will sell experience points for around 765 Gald for about 25,650 Gald for about 500, 76,500 Gald for about 6,500, and 765,000 Gald for about 100,000. However, if you switch maps after encountering the Grim Reaper, it will not appear again unless you leave Daos Castle and return to the field below.


"Well, you noticed my presence."
If you go back and forth a few times, you'll definitely meet them, so try returning to the field. If you can't meet them, Daos' Castle or the Grim Reaper will appear randomly in this location.

EVENT: Finding Suzu's Parents

Future Ninja Village

Acquired Titles: Boing-chan!, "Bettanko, "Muramasa"

After hearing rumors about the Ninja Village from either the man on the roof in Alvanista o r a townsperson at Aily's cafe "Late Sleeper," Su zu appears in the depths of the Trent Forest (s ee P192). Approaching Suzu will cause Arche, w hom you left in Ymir Forest, to join the party , and everyone will go to the Ninja Village.

Upon first visiting the Ninja Village, Suzu will guide you to the leader of the Ninja Village, Ranzo. During this journey, Cr ess will fall into a pond due to a trap set in the mansion an d end up taking a bath in the hot spring.

Chester, overhearing Mint and Arche's convers ation while bathing in the hot spring, peeks into the women's bath and gets knocked down by A rche, who throws a washbasin at him. Immediat ely after, Mint earns the title "Boing-chan," and Arche gets the title "Pettanko."

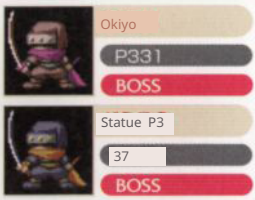
After leaving the hot spring, Cress and the others le arn from Ranzou that some ninjas have been brainwas hed and are being controlled by Dhaos. He also tells t hem that Suzu's parents are missing and may also be brainwashed by Dhaos. Ranzou then asks them to sear ch for Suzu's parents, and Cress readily agrees. As tha nks, Ranzou gives Cress and the others the "Muramasa " and informs them that there is information that peop le resembling Suzu's parents, Douzou and Okiyo, have been seen around Euclid. This event ends here, but the story of Suzu's parents continues with Douzou and Ok iyo's Intrusion!, which is introduced on the right.

Boo, you're at the point after advancing 3 maps upwards. Enter the top left map, go down, talk to Ranzo after performi ng Suchatt, Chester sees this hot spring event and then Fay.

EVENT Dozo, Oki intrusion!

Future Euclid City

Not obtainable



While in the ninja village, having received a request from Ranzo to find Suzu's parents, if you participate in Euclid's martial arts tournam ent and win 8 consecutive matches, Dozo and Okiyo will interrupt. Kre ss will then engage in a 1-on-2 battle.

The outcome of this battle has little impact on subsequent events. If you still want to win, equip the "Laser Blade" weapon and rare serie s armor. It's also a good idea to prepare one or two "Chrono Glasses." The battle with Suzu' s parents occurs immediately after winning 8 c onsecutive matches in the arena, so before the 8th match ends, move Kress to the left in the formation and restore his HP with items.

Once the battle begins, after seeing Okiyo on the left approach, use Assault Fist Lightning Fang to jump over Okiyo. If you succeed in jumping over, repeatedly use Tiger Fang Destruction Cancel Demon Severing Thous and Rend and Autumn Sand Rain to attack. If you fail t o jump over, continue to use Assault Fist Lightning Fan g repeatedly until you succeed. If you are about to be attacked from both sides simultaneously, stop the enem ies' movements with the "Chrono Glass," and in the me antime, move to the left to slip past Okiyo.

After the battle, Suzu appears in the arena. If Cress wins th e battle, Dozo and Okiyo pierce each other's hearts with sword s and depart from this world. If he loses the battle, Suzu uses the Iga-guri Style Ninja Art: Art of the Doppelganger to Use, Defeat Dozo and Okiyo.

EVENT: Suzu joins the party

場所 Future Ninja Village
入手 Title: Resilient One, "Channeling", Secret Art Scroll: Rai Rai Ha

After finding Suzu's parents (see P235), go to th e ninja village and talk to Ranzou at the head's ho use, and Suzu will join Cless and his friends. At thi s time, you can obtain the Secret Book of Claw Lig htning Slash from Ranzou as a reward for searc hing for Suzu's parents. Also, during the event to r ecruit Suzu, you will be recommended by Ranzou t o enter the hot spring again. In the hot spring, Cl ess notices that Chester's physique has become m ore muscular, and Chester obtains the title of "Tou gh Guy". Furthermore, if you talk to Ranzou afterw ards, you can also obtain "Channeling".

"Take this bell with you
Won't you give it to me?
I'm happy that Suzu is joining the party.
Acquire it before making her a companio n. (See P250). Note that the title will becom e unobtainable once Suzu becomes a compan ion, but the title of Mint's Songstress is

EVENT: Next Leader

場所 Future Ninja Village
Acquired Same: Next Leader

After making Suzu a companion, talk to Oshizu n ear the memory formation in the ninja village, and Suzu can obtain the title of Next Leader. In this ev ent, you can learn that Suzu has the qualities and popularity to become the leader not because she is the granddaughter of Ranzou, the current leader o f the ninja village, but because of her ability.

EVENT: Not good with spicy food

場所 Future Olive Village
Acquired Title: Amatou (Sweet Tooth)

After making Suzu a party member, go to Olive V illage and talk to the wandering chef who teaches y ou the Curry Rice recipe. You can eat authentic curr y. Suzu panics from the extreme spiciness of the cu rry and falls into the pond. In this event, Suzu, who is revealed to be bad with spicy food, obtains the ti tle of Amatou (Sweet Tooth). This event will occur if you talk to the chef again after making Suzu a par ty member, even if you have already learned the Cu rry Rice recipe from the chef.

EVENT: Trial Cave

場所 Future Ninja Village
入手 "Ninto Black Lily" Title: Shinobi

After making Suzu a companion and talking to Ranzo , you will be able to descend to the bottom of the well in the ninja village. The bottom of the well leads to th e Cave of Trials, where Suzu can undergo trials as a ni nja. To undergo the trials, you must have mastered one additional ninjutsu besides the ninjutsu you have alread y learned from the beginning. It is useful in battles with ninjas in the Cave of Trials, so learn Manjushage. Su zu will fight five ninjas alone in the Cave of Trials. Equi pping the ninja with "Ninto Kikyo", "Fairy Ring", and "M anji's Seal" and repeatedly using Manjushage is an effec tive tactic. However, you should raise Suzu's level to at l east 45. After defeating all the ninjas, go to the back ro om, where you can obtain a letter from Suzu's father, D ozo, and "Ninto Kuroyuri" from the treasure chest there. Also, Suzu will gain experience points and the title of S hinobi.

Suzu
"This letter is in my father's handwriting."
The skill of the letter from Hugara is the quality of the ninja
It does not affect this devel
opment. What you can acquire and how you answer
during the future story will change, but

SUB EVENT GROOVY Archer

Future Ultra-Ancient City Thor

Acquired Title: GROOVY

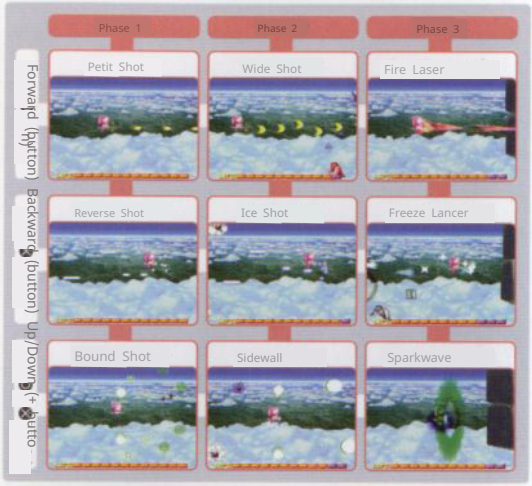
After obtaining the Rare Bird, enter the buildin g in the upper right of Thor and talk to the robot at the central counter. Then, select game channel 1 to play GROOVY Archer.

You can listen to information from the past era. If you choose other than 1, the

About Arche's operation

GROOVY Arche is a shooting game. Use t he arrow keys to move Arche, and the three buttons to attack enemies.

There are 3 types of shots that can be fired with the button, and each can be powered up to 3 levels depending on the item.The b omb that can be released with the ● butto n cannot be used unless the gauge in the u pper right corner of the screen is full (green). The gauge increases by defeating enemies or obtaining energy-up items.



Bomb (Button)

● Arche's Hitbox

Archer herself has no hitbox; damage is only taken when e nemies or enemy p rojectiles hit the bro om part.

About the Crab

During GROOVY Archer gameplay, pressing start on controller 2 will make a crab appear, allowing for 2-player simultaneous play. The crab is defeated after taking one enemy projectile, but it ca n be revived by pressing start again after waiting about 8 secon ds, allowing it to return to play as many times as desired.

Item Types and Their Effects

There are a total of 5 types of ite ms in this game. Three of these incre ase shot power, and all can be powe red up to 3 levels. All items are drop ped by Bat Eyes. Be sure to defeat t hem when they appear. For a short ti me after picking up any item, Arche's body glows white. During this time, Arche is invincible and will not take d amage from enemy body slams, ene my bullets, or even hitting cubes. It's good to remember this.

[Power-Up 1

Increases the power of the forward shot by 1 level.

Power-Up 2

Upgrades the rear sho t by 1 level.

Power-Up 3

Up and down shots are powere d up by 1 level.

[Energy Up]

The gauge in the upper right corner of the s creen increases by about one-third of the total.

Rate Up

The rate displayed in the upper right corner of the screen increases rapidly. Taking it as close as possi ble to the right edge of the screen will result in a larger rate increase.

MONSTER 出現する

There are a total of 17 types of enemies in GROOVY ARCH, including bosses. There are also indestructible cubes, and touching them will cause damage, so be careful. On the right, we introduce the appearance, name, and base points of the enemies. The base points are the basis for the score you get when you defeat the enemy. The actual score added is the base points multiplied by the rate when the enemy is defeated.

Flying Bone
4000
BOSS

Tale of Guardian
10000
BOSS

Bee
80

Spiral Bee
100

Bat Eye
10

Owl
120

Killer Vulture
160

Piyo Piyo
100

Gas Cloud
200

Smog
800

Petit Devil
1400

Cuttlefish
400

Chun-Chun
100

Impulsus
1000

Yellow Cuttlefish
200

Crystal
100

Living Sword
120

Beginner Attack

Get the GROOVY Title

When playing this game, first aim for a score of 200,000 points to get the GROOVY title. To earn points, you can aim for various bonuses (see right), but it's more important to proceed without any mistakes. If Arche takes damage, the rate is halved. If you don't make any mistakes, you should easily exceed 200,000 points before fighting the boss of Stage 1, unless you deliberately let enemies escape.

Bonus types and acquisition conditions

High-Speed Attack Bonus: Defeat enemies without delay after they appear.Energy Max Bonus

Rank-up bonus after a certain period with a full ENE gauge in the upper right corner.

The rate exceeds a multiple of 4.

No Damage (No Miss) Bonus: Approximately 8 seconds pass without taking damage.

■ Use Bombs in Dangerous Zones

The key to progressing without mistakes is to use bombs when things get dangerous. However, many people find it difficult to press the button instantly. If that's the case, memorize the places where you're likely to take damage and use bombs there. Basically, try to defeat all enemies. However, there's no point in taking damage, so don't push yourself too hard. The Killer Vultures that appear early on are fast, but they can only move back and forth, so you can easily avoid them by moving up and down. Use a bomb on the Piyo-Piyo squadron. Defeat all the Gas Clouds that appear from behind with rear shots. Immediately after that, move to the left while firing rear shots at the Smog, go around to the left side of the Smog, and defeat it with forward shots. After that, use bombs at the location where two Cubes appear and at the location where three Petit Devils appear, and if you defeat the enemies, you should exceed 200,000 points.

● Use bombs here! Point 1

In the early stages of Stage 1, the Biyopiyo formations that appear often collide with you if you're distracted by the bullets. Use a bomb when the first Piyo Piyo formation is near the center of the screen.

Point2

The area with cubes above and below is a difficult zone where G-Bees, Piyo Piyo, and Smog appear together. Shoot down a few G-Bees, then use a bomb and move to the right side of the cubes.

Point3

Three Petit Devils appear from the front, and Gas Cloud and Smog appear from behind. Use a bomb after confirming that three Petit Devils have appeared.

How to Get the Ultimate Score

If you're aiming for a high score, you'll need a completely different approach than the strategy on the left page. If your score is over 200,000 points and you've taken damage less than 3 times by the time you defeat Flying Bone, you can proceed to Stage 2, so you'll naturally need to clear this condition. Furthermore, the rate of increase is faster when you don't fire bullets, so it's a good idea to focus on increasing the rate in the early stages when the rate is low, without shooting enemies. If you clear without any mistakes while raising the rate, you can score over 1.9 million points.

Score Up Tips

Avoid unnecessary pressing of the shot button.

While the shot button is held down, the rate of increase over time slows down.

Don't hesitate to use bombs.

While using a bomb, the rate of increase in the rate due to time does not decrease as long as you don't press the shot button. Energy Max Bonus is ignored.

Because this bonus has a low score, using bombs will result in a higher score than filling the gauge.

Stage 1 BOSS: Flying Bone

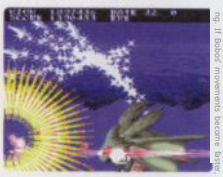
● Quick movement is key to clearing the game.

Immediately after the battle with Flying Bone begins, Archer is invincible. Ignore the bullets and try to deal damage. Flying Bone repeats attacks in the order of ① to ④ in the right picture. It's easier to avoid the enemy's bullets if you are in the lower right of the screen for ① and ②, the lower left of the screen for ③, and the upper right of the screen for ④. The problem here is the moment when the boss changes its attack method. Be careful, because if you are even slightly late in moving from ② to ③ and from ④ to ①, you may not be able to avoid all of the enemy's bullets.

Stage2 BOSS Tail of Guardian

● Use bombs when you're in danger

The Tail of Guardian moves in a clockwise circle. Try to move in the same way to avoid attacks. It initially appears at the top center of the screen, so attack as much as possible during that time. Avoid the parallel ice arrows by moving to the very top of the screen, and the crossing ice arrows by moving above or below the intersection point. For the tornado, move inside and attack while avoiding enemy attacks. Avoid the flame press by moving in the opposite direction of the enemy's up and down movement. If you get cornered at the edge of the screen by the enemy's tail or bullets, use a bomb immediately to escape.



Use a bomb to defeat it in one go. This is proof that its health is decreasing. If Bobot movements become faster.

If frozen, pause the Wait for the ice to melt.

If a tornado comes, sho from the inside Attack by shooting the net.

SUB

EVENT Arena

LOCATION Future Euclid Castle Acquisition: See text and table on the right

If you go to Euclid's Castle, you can participate in the martial arts tournament held in the arena. If you participate in the tournament, Cress will fight 8 monsters in a row alone, and if he wins, he will receive a reward of 30,000 Gald. If you win 8 consecutive matches and the n challenge and defeat the 9th Gulf Beast, the reward and the next opponent will change (see the right page). However, only when you win 8 consecutive matches for the first time will you receive a reward and the next opponent will change even if you don't defeat the Gulf Beast. The 9th and subsequent opponents are randomly selected from the opponents of the 1st to 8th matches.

In battle, you can only use 3 "Apple Gels" and "Mix Gels" prepared by the arena staff as recovery items. When fighting the 1st to 8th monsters, try not to use these items and TP as much as possible. You can bring other items into battle freely. Don't forget to bring "Liqueur Bottles" to prevent paralysis and petrification.

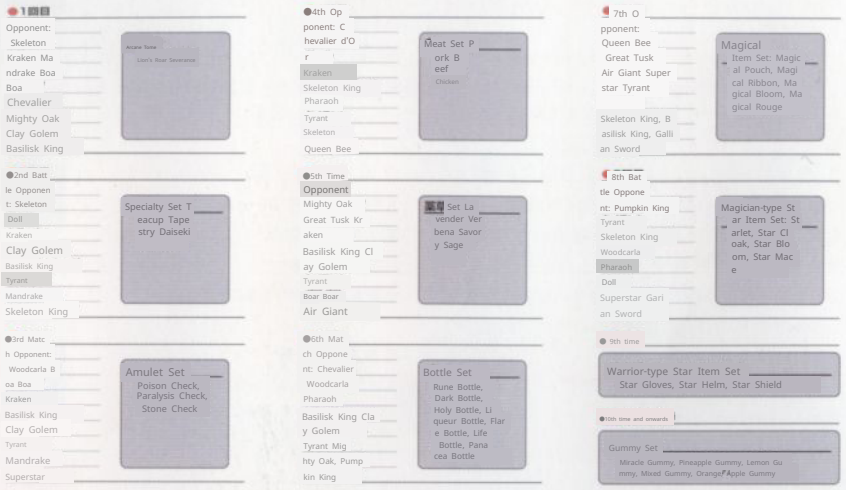
The Gulf Beast that appears in the 9th battle is incomparably stronger than the monsters that appear in the 1st to 8th battles, and it is desirable to challenge it after Cress has mastered the Mystic Arte, Temporal Distorsion. The Gulf Beast's attack attribute is Darkness, but Cress's armor does not have anything that increases resistance to the Darkness attribute, so equip two "Reflect Rings" as accessories to aim for nullification. It is good to equip weapons with Fire or Light attributes such as "Flare Baselard" or "Laser Blade". In battle, spam Temporal Distorsion to prevent the enemy from getting close. "Hourglasses" and "Chrono Glasses" are valuable items with a limited number of obtainable, but they are effective against the Gulf Beast, so use them without hesitation when in danger.

wins the title of "Champion." After defeating the Gulf Beast, the Cre

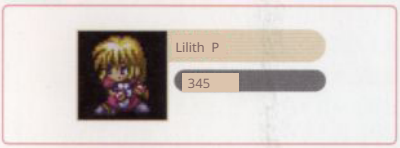
MONSTER appears

Woodcarla P330	Great Tusk P333	Basilisk King P339
Air Giant P331	Chevalier P335	Pumpkin King P340
Garian Sword P331	Skeleton P336	Pharaoh P340
Gulf Beast P331	Skeleton King P336	Boar Boar P343
Queen Bee P332	Superstar P336	Mighty Oak P343
Kraken P332	Tyrant P337	Mandrake P344

Opponents and Rewards



SUB
EVENT Lilith Intrudes!
場所 Future Euclid Castle
入手 「S・D」



After winning a total of 8 times against Gulf Beasts in the martial arts tournament at Euclid Castle's arena, Lilith interferes when challenging the 9th Gulf Beast. Lilith defeats the Gulf Beast, and Cress gets to fight Lilith as a special match.

Lilith has special attack attributes, and equipping items like "Reflect Ring" or "Force Ring" to nullify attacks, or reducing damage with "Persian Boots," is completely ineffective. Therefore, prioritize defensive power when choosing armor, and equip accessories with special effects other than attribute defense, such as "Biyohan" or "Manji Crest." For weapons, anything other than fire or lightning attack attributes is good, and you'll need at least the attack power of "Eternal Sword." Also, Cress's hit rate parameter is important; if it's not around 250, you won't escape a difficult battle. Therefore, you'll want Cress to be around level 80, but with the "Manji Crest," hit

If you raise the parameter values inside to around 250, you can win even at lower levels.

In battle, I mainly use Majin Sou Hazan and Shishi Senko. Basically, I keep spamming Majin Sou Hazan to push forward, but when I want to recover Cress's HP, I use Shishi Senko to blow away Lilith. After that, I can safely recover HP by using recovery items. It's also effective to obtain 15 "Janbai" (see P234) and use them all in the Lilith battle. If you're lucky, you can defeat Lilith with just that.

EVENT: The Wonderful World of Flavors

Refer to the data below

How to Obtain: See the data below

Cooking can restore HP and TP to all party members at any time except during battle. Some dishes also have additional effects, such as recovering from status ailments, making them a very effective means of recovery if you have the necessary ingredients. Here is a list of each dish's acquisition location, effects, and required ingredients. The parentheses in the acquisition location indicate which building to acquire it from. There are 25 types of dishes that can be learned, and most of them are taught by cooks who call themselves residents of the wonderful world of taste.

Hamburger

How to Obtain: Known from the beginning

Basic Recovery HP 10%

Additional effect: One

Required ingredients: Bread plus one of chicken, beef, or pork

Rice ball

How to Obtain: Known from the beginning

Basic Recovery HP 10%

Additional effect: Detoxification

Required ingredients: Rice, seasoned nori seaweed

Cabbage Rolls

Location: Modern Era - Euclid City (Grocery Store)

Basic Recovery HP 12%

Additional effect: One

Necessary Ingredients: Cabbage, Pork

Chawanmushi

Location: Modern Era - Morrison's House

Basic Recovery HP 12%

Additional effect: Detoxification

Required ingredients: Chicken, Egg

Sushi

Location: Past - Venice (Food Shop)

Basic HP Recovery 15%

Additional effect: Cure Paralysis / Petrify

Necessary ingredients: In addition to rice, choose one from tuna, horse mackerel, sardine, squid, octopus, and shrimp.

shrimp from 1 type

Cheeseburger

Location: Past - Belladam Village (Village Chief's House)

Basic Recovery HP 20%

Additional effect: -

Required ingredients: Bread, cheese, and one of the following: chicken, beef, or pork.

French Toast

Location: Past - Hamel Town Bas

ic Recovery HP 20%

Additional effect: Detoxification

Required ingredients: Milk, Egg, Bread

Sandwich

Location: Past - Euclid Village (Gre

engrocer)

Basic Recovery HP 20%

Additional effect: Paralysis recovery

Required ingredients: Bread plus two of lettuce, cucumber, potato, or egg

Neapolitan spaghetti

Location: Past - Alvanista Capital

(Supermarket)

Basic Recovery HP 20%

Additional effect: Petrify removal

Required ingredients: Tomato, pork, pasta

Poêlé

Location: Past - Olive Village

(Ingredient Shop)

Basic Recovery HP 25%

Additional effect: One

Necessary ingredients: Beef, cheese, bread

Fruit juice

Location: Past - Oasis 2

Basic recovery: TP7%

Additional effect: One

Necessary ingredients: Apple, Strawberry, Banana

Sashimi

Location: Past - Edward's Residence

Basic Recovery HP 25%

Additional effect: Detoxification

Necessary ingredients: Tuna, Horse mackerel, Sardine

●Nikujaga (Meat and Potato Stew)

Location: Future - Miguel's Town

Basic Recovery HP 30%

Additional effect: One

Required Ingredients: Carrot, Potato, Onion, Pork

●Steak

Location: Future - Euclid City (Castle)

Basic HP Recovery 35%

Additional Effect One

Necessary ingredients: carrots, potatoes, spices, and one of the following: chicken, beef, or pork.

■ Pescatore

Location: Future - Morrison's House

Basic HP Recovery 15%

Additional effect: Detoxification/Cure Paralysis

Necessary Ingredients: Tomato, Squid, Shrimp, Pasta

●Gratin

Location: Future - Lone Valley

Basic Recovery HP 25% & TP 1% Additional Effect: One

Necessary ingredients: In addition to milk, cheese, and pasta, choose one type from chicken or shrimp.

from 1 type

● Meat Pot

Location: Future, Isolated Island of the North Sea (Port)

Basic Recovery HP 20%

Additional effect: Revives from incapacitation

Required ingredients: Carrot, cabbage, and onion, plus one of the following: chicken, beef, or pork

●Fish Stew

Location: Future - Alvanista City (Supermarket)

Basic recovery HP 20% & TP 5%

Additional effect: One

Required ingredients: Cabbage, kelp, plus 2 types from tuna, horse mackerel, sardine, squid, octopus, and shrimp

●Beef Stew

Location: Future - Freeze Kill Town (Supermarket)

Basic Recovery HP 40%

Additional effect: One

Required Ingredients: Carrot, Potato, Onion, Beef

●Fruit Parfait

Location: Future - Elf Village (Food Shop)

Basic Recovery: TP 15%

Additional effect: -

Necessary Ingredients: Milk plus 3 types from apples, lemons, strawberries, bananas, pineapples, melons, grapes, mangosteen, and prunes.

● Curry Rice

Location: Future - Olive Village

Basic Recovery: HP 35%

Additional effect: Detoxification/Cure Paralysis

Required Ingredients: Carrots, potatoes, rice, and spices, plus one of the following: chicken, beef, or pork.

●Fruit Punch

Location: Future/Ancient City of Thor

Basic Recovery: TP25%

Additional effect: One

Required Ingredients: 5 types from apple, lemon, strawberry, banana, pineapple, melon, grape, mangosteen, prune

●Vegetable Salad

Location: Future - Elf Village (Ingredient Shop)

Basic Recovery :HP20%&TP10%

Additional effect: One

Required Ingredients: Carrot, Cabbage, Lettuce, Cucumber, Tomato

● Hayashi Rice

Location: Future - Arie Village of Perpetual Darkness (Cafe)

Basic Recovery HP 50%

Additional effect: One

Required Ingredients: Tomato, onion, beef, and rice, plus one of either carrot or potato

● Miso Oden

Location: Future - Ninja Village (General Store)

Basic recovery HP100% & TP100%

Additional effect: Revives from incapacitation

Required ingredients: Daikon radish, potato, konnyaku, kelp, tamago, miso

EVENT Arcane Skill Acquisition

Refer to the following data for a
equisition. Refer to the following data.

Cress learns a total of 20 arcane skills by ac quiring arcane books through inheritance or pu rchase. However, the 5 types of arcane skills, Majin Hienkyaku, Meiku Zanshouken, Jiku Souha zan, Iten Souhazan, and Satsugeki Bu Kouken, a re acquired through events instead of arcane bo oks. Basically, there is only one arcane book fo r each arcane skill, but for arcane skills not ac quired in the past, it is possible to obtain the a rcane book again in the future. Therefore, even if you go to the future without buying the arc ane book due to lack of money, you can learn all the arcane skills, so don't worry.

Cress learned the mystic arte, Majin H ien.
Directly taught by . Majin Hien Kyaku is the first secret techniqu e you will learn from Master Tristan.

Cress learned the mystic arte, Majin Soha.
exists in the era. As you can see, the secret technique book that did not exist in the future in some form can be obtained in the p ast era, which will be explained later.

Kress
"I wonder if I'll be able to use it someday?"
It's temporary. There's no message, but at this point, it's Shippūken. It's the Ogi/kuishin you acquire in the event that occurs when you master an Ogi.

Present Day

Majin Hien Kyaku (Demon God Flying Swallow Kick)

Location: Catacombs

Learn it by going to Master Tristan.

Past

●Majin Sōhazan

Location: Belladam Village

Obtain the Secret Book by going through the hidden passage in the weap on shop in Belladem and talking to the child shopkeeper.

Phoenix Senmetsu (Flame Take Thousand Fending)

Location: Venice

Buy the Secret Book from the swordsman in the armor shop for 3,000 Gald.

●Majin Katsuha

Location: Alvanista Capital

You can buy the Secret Book from a drunken soldier in th e Adventurer's Guild for 6000 Gald.

●Shishi Hijinkyaku

Location: Tent in the east of Ymir Forest

Talk to the traveler twice to buy the Secret Book for 12,000 Gald.

●Phoenix Blast

Location: Tent southwest of Alvanista

You can get a free Secret Art scroll from a wanderer.

●Majin Senkusha (Demon God Flash Void)

Location: Tent southwest of the Tower of the 12 Constellations

You can get a free Secret Art scroll from a traveling swordsman.

●Assault Talon Swift Swallow Kick

Location: Northern Midgards

Talk to the townspeople between the buildings to buy t he Secret Book for 18,000 Gald.

●Assault Talon Flash Void Break

Location: Valhalla Plains

After the aerial battle in Midgard, talk to the swords man at CHECK3 in Valhalla Plains (P124) to purchase the Secret Book for 50,000 Gald.

Future

●Majin Sōhazan

Location: Miguel's Town

Only if you haven't learned it in the past, it's located in the bottom left of the town.

You can obtain the Secret Book by examining the drawers in the house.

●Phoenix Sky Soaring Kick

Location: Miguel's Town

You can buy the Secret Book for 20,000 Gald by talking to the master of the Miguel Dojo.

■ Fang Flight Slash

Location: Miguel's Town

Speak to the receptionist at the Miguel Dojo, then stay at the inn, and Cress will learn it when he has a dream. If this overlaps with Chester's training (see P231) event, that event will take priority.

●Lion's Roar Shattering Slash

Location: Euclid City

Obtained as the 1st reward in the arena (see P240).

Location: Venice

You can buy the Secret Book from the swordsman in the armor shop for 3000 Gald only if you haven't learned it in the past.

Majin Karetsuha (Demon God Fissure)

Location: Alvanista Capital

You can buy the Secret Book from the drunkard at the Adventurer's Guild for 6000 Gald only if you haven't learned it in the past.

Location: Alvanista Capital

Only if you haven't learned it in the past, you can talk to the swordsman on the 2nd floor of Alvanista Castle and buy the Secret Book for 18,000 Gald.

●Shishi Hijinkyaku

Location: Tent in the east of Ymir Forest

Only if you haven't learned it in the past, talk to the traveler twice, and you can buy the Secret Book for 12,000 Gald.

●Phoenix Thousand Rending Break

Location: Tent southwest of Alvanista

If you haven't learned it in the past, talking to the Wanderer will get you the Secret Tome for free.

●Majin Senkuuha (Demon God Flash Void)

Location: Tent southwest of the Tower of the 12 Constellations

Talk to the wandering swordsman only if you haven't learned it in the past.

If you apply, you can get a Grimoire for free.

▶Assault Talon Flash Void Break

Location: Valhalla Plains

If you haven't learned it in the past, you can buy the秘奥義書 from the swordsman at CHECK3 in Valhalla Plain (P124) for 50000 Gald.

●獅子閃空破 (Shishi Senkuuha)

Location: Town of Freeze Kiel

You can buy the秘奥義書 from the swordsman at the inn for 33000 Gald.

●Shako Raizenha (Assault Claw Lightning Slash)

Location: Ninja Village

You receive the Secret Art Scroll when Suzu joins your party (see P236).

●Hisuzu Shihazan (Phoenix Flight Slash)

Location: Oasis 1

Talk to the swordsman to buy the arcane book for 40000 Gald.

●Phoenix Heaven Split

Location: Evernight Town, Arly

If you talk to the female swordsman in the cafe, you can buy the Secret Book for 50,000 Gald.

■ Temporal Distort Slash

● Warp Distort Slash

Location: Forest of Trent

Both are learned when obtaining the Eternal Sword.

●Lion Severing Blast

Location: Lower Moria Mines

Can be obtained by examining the treasure chest in the Dwarven Temple at the lowest level of the Moria Mines (see P268).

●Murderous Sword Dance

Location: One

Learned upon leveling up while equipped with SD (see P241) at a high level.

SUB

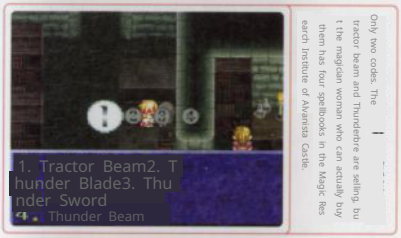
EVENT Spell Acquisition

Refer to the following data

Refer to the following data

Arche acquires a total of 24 spells by obtaining spellbooks from around the world. In battles with monsters, it is ideal to use spells with attack attributes that exploit the enemy's weaknesses, but if the number of spells you have learned is small, the range of attack attribute selection will be narrowed. To avoid this, it is better to obtain spellbooks as soon as they become available. Also, the number of spells you have learned is related to Arche's title (see P250).

Even if you forget to learn all the spells in the past, you can obtain the spellbooks again in the future.



Past

●Fireball ●Ice Needle

Location: Initial

You have already learned these two from the beginning.

● Stone Blast ● Ice Tornado

Location: Euclid Village

Examine the bookshelf in the Krathos Magic Research Lab to obtain the spellbook. Stone Blast is next to the fireplace in the upper right. Ice Tornado is at the back of the passage in the lower right.

● Cyclone

Location: Belladam Village

After speaking with the mayor of Venezia, talk to the village chief of Belladum to obtain the spellbook.

● Lightning

● Storm

Location: Venice

You can buy the Lightning spellbook for 200 Gald and the Storm spellbook for 1000 Gald by talking to the half-elf in the house in the upper left of Venice.

● Tractor Beam

● Thunder Blade

Location: Alvanista Castle

Speak to the female magician on the left in the magic laboratory of Alvanista Castle to purchase the Tractor Beam spellbook for 4000 Gald and the Thunder Blade spellbook for 12000 Gald.

● Eruption

Location: Scorching Sands Cave

After the battle with Ifrit, obtain the spellbook from the treasure chest in the back.

●Grave

Location: Cave of Spirits

After the battle with Gnome, obtain the spellbook from the treasure chest in the back.

●Ray

Location: Tower of the Zodiac

Go to the top floor of the Tower of the Zodiac to receive a spellbook from Artemis.

●Indignation

Location: Midgards

After the aerial battle, you will receive a spellbook from Reisen.

●Firestorm●Rock Mountain Location: Daos' Castle

Obtain the spellbooks from treasure chests (see P130).

●God Bless

Location: Thor

Obtain the spellbook from a treasure chest (see P144).

Future

● Cyclone

Location: Miguel's Town

Only if you have not learned it in the past, you can receive the spellbook by talking to the magician in the weapon shop.

● Stone Blast

● Ice Tornado

Acquisition Location: Lohn Valley

Only if you have not learned them in the past, you can buy the Stone Blast spellbook for 250 Gald and the Ice Tornado spellbook for 800 Gald by talking to the old man in Lohn Valley.

● Lightning

● Storm

Location: Venice

Only if you haven't learned it in the past, you can buy the Lightning spellbook for 200 Gald and the Storm spellbook for 1,000 Gald by talking to the half-elf in the upper left house in Venezia.

●Tempest

Location: Western Isolated Island

Obtain the spellbook from the treasure chest deep in the basement of the Demi-Tell Mansion (see P222).

● Eruption

● Firestorm

Location: Scorching Sands Cave

Obtain the spellbook from the treasure chest only if you have not learned it in the past (see P90, P219).

●Grave

Location: Cave of Spirits

Same location as in the past, only if not learned in the past

Obtain the spellbook from a treasure chest. (See P82)

●Rock Mountain●Maelstrom Acquisition Location: Obtain spellbooks from treasure chests on isolated islands in the North Sea (see P220). Rock Mountain is only obtainable if you have not learned it in the past.

●God Bless Location: Only if not learned in the past of Thor, obtain the spellbook from the treasure chest in the same location as in the past (see P144).

●Earthquake

Location: Forest around the Ninja Village

Obtain the spellbook from the treasure chest (see P216).

●Tractor Beam●Thunder Blade Location: Only if you haven't learned them in the past at Alvanista Castle, you can buy the Tractor Beam spellbook for 4,000 Gald and the Thunder Blade spellbook for 12,000 Gald by talking to the female magician on the left in the magic laboratory of Alvanista Castle.

●Tidal Wave Location: Ice Cave

Obtain the spellbook from the treasure chest (see P174).

●Explode

Location: Tower of Flame

Obtain the spellbook from the treasure chest (see P182).

●Meteor Swarm

Location: Dhaos' Castle

Obtain the spellbook from the treasure chest (see P196).

●Black Hole

●Big Bang

Location: Lower Moria Mines

Black Hole: Treasure chest on floor 18 of the underground, Big Bang

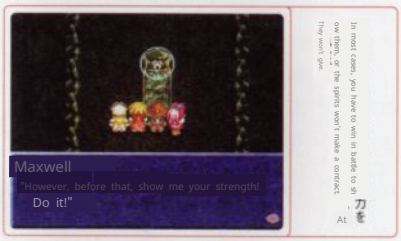
Obtain the spellbook from the treasure chest in the Dwarven Temple (see P268).

EVENT: Learn Summoning Magic

Refer to the following data

Refer to the following data

Klaus can use 12 types of summoning magic by contracting with spirits. He will forcibly contract with most spirits as the story progresses, but the four types of summoning magic: Aska, Gremlin Lair, Shadow, and Pluto, are learned through sub-events. A ring is required to contract with a spirit, and please refer to the ring section to see which ring each spirit corresponds to.


Maxwell
"However, before that, show me your strength!
Do it!"
In most cases, you have to win in battle to sh
ow them, or the spirits won't make a contract.
They won't yie
At

● Sylph

Acquisition Location: Lohn Valley

Ring Opal (Past Lone Valley)

After sealing all the miasma vents, you can go to the back of the valley and make a contract.

Ifrit

Location: Scorching Sands Cave

Wheel Garnet (Alvanista in the Past)

You can make a contract by defeating Ifrit in the back of the cave.

● Gnome

Location: Cave of Spirits

Wheel Ruby (Lone Valley in the Past)

You can make a contract with the Gnome in the back of the cave by defeating it.

Undine

Location: Isolated Island in the North Sea, Erosion Cave

Ring: Aquamarine (Past Lohn Valley)

You can make a pact with Undine by defeating her in the depths of the Erosion Cave.

Maxwell

Location: Moria Mines

Ring: Turquoise (Past Moria Mines)

Defeat Maxwell, who is in the depths of the Moria Mines, to make a contract.

You can.

●Luna Acquisition Location: 12 Constellation Tower Ring Moonstone (Past Trent Forest) You can contract with Luna by meeting her on the top floor.

Volt-

Acquisition Location: Volt's Cave

Ring Sardonyx: Can be contracted by defeating Vault, who is located deep within the cave in the City of Future Euclid.

Origin

Location: Forest of Trent

Wheel Diamond (Past Tall)

After obtaining the Vorpal Sword and Flamberge, go to the stone tablet and defeat Origin to form a contract.

Asuka

Location: Super-Ancient City Thor

Ring Topaz (Past Trent Forest)

After speaking with the townsperson east of the Alvanista pharmacy, go to Thor's Mother Computer System, Oz, and listen to Aska's story to make a contract.

Gremlin Rare

Location: Lower Moria Mines

Wheel Sapphire (Future Spirit Cave)

After obtaining the Sapphire, you can make a contract by going to the miasma-filled room on the 16th floor underground (see P268).

Shadow

Location: Cave of Darkness

Ring Amethyst (Future Lone Valley)

After obtaining the Amethyst, you can make a contract by going to the depths of the Dark Cave (see P280).

Pluto

Location: Lower Moria Mines

Ring Emerald (Future Shadow Cave)

After obtaining the Emerald, go to the miasma-filled room on the 21st floor underground and defeat Pluto to make a contract with him (see P268).

*The parentheses in the ring column indicate the location where the ring can be obtained.

EVENT: Ninjutsu Acquisition

Refer to the following data

Refer to the following data

In addition to the four ninjutsu Suzuka has mastered from the beginning, she can acquire five more types of ninjutsu by obtaining ninjutsu scrolls located around the world. The ninjutsu scrolls of Manjushage and Raiden can be obtained in two ways: by purchasing them from ninjas or by finding them in treasure chests. Although buying from ninjas is expensive and obtaining them from treasure chests is economically advantageous, buying the ninjutsu scroll from a ninja will change the contents of the treasure chest that should have contained that ninjutsu scroll, allowing you to obtain the "Flare Baselard" and "Luck Plaid".

●Manjusaka

Location: Tower of Flames, Cave of Scorching Sands

At the Tower of Flames, it can be purchased from a ninja in training for 510,000 Gald. It can be found by examining a treasure chest in the Cave of Scorching Sands. If acquired at the Tower of Flames, the treasure chest in the Cave of Scorching Sands will change to ? SWORD (Flare Baselard), and if acquired at the Cave of Scorching Sands, the ninja at the Tower of Flames will disappear. (See P182, P219)

●Raiden

Location: Vault of the Cave, Tower of 12 Constellations

In the Vault of the Cave, it can be purchased from a ninja in training for 520,000 Gald. In the Tower of 12 Constellations, it can be found by examining the treasure chest on the top floor. If you acquire it in the Vault of the Cave, the treasure chest in the Tower of 12 Constellations will change to ? SWORD (Luck Blade), and if you acquire it in the Tower of 12 Constellations, the ninja in the Vault of the Cave will disappear. (See P162, P223)

●Kamaitachi

Acquisition Location: Lohn Valley

Can be purchased from the ninja in the depths of Ronvalle for 53000 Gald. (See P218)

●

Location: Lower Moria Mines

Can be purchased from the ninja on the 21st floor underground for 470,000 Gald. (See P268)

● Jiraiya

Location: Cave of Darkness

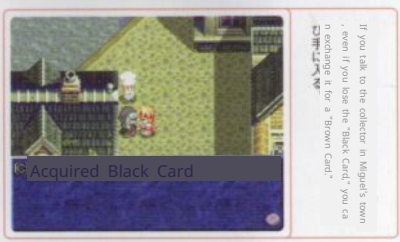
Can be purchased from the ninja in the back of the cave for 54,000 Gald.

(See P280)

EVENT Collectible Acquired

Even if you collect all the collectibles, nothing special happens, but obtaining all the items is necessary to complete the Collector's Encyclopedia. To obtain collectibles, you can exchange collectibles with each other, such as from "Black Card" to "Brown Card", and from "Brown Card" to "White Card". The "Black Card", which is the starting point for this exchange, can be obtained from a person in Miguel's town as many times as you want, even if you exchange it, so don't hesitate to exchange it.

Custom
Also Default
It has special effects, and you can choose deformed characters in custom party displa
Only "Kurt's Mirror" has the item.
You will be able to.


Acquired Black Card
If you talk to the collector in Miguel's town , even if you lose the "Black Card," you ca
n exchange it for a "Brown Card."

■How to Obtain Collectibles

Collectibles	How to Obtain
Krio's Mirror S	Talk to Krio at Morrison's house and exchange it for a "Pin-Up Mug".
Flag	Win a race against Mach Boy in Alvanista and rece e items tw ice. (P2
Black Card	Listen to the person wearing ropes in Miguel talk about collectibles.
Brown Card	Talk to the gi el Euclid 3 and exchange for a "Black Card". Talk to he
White Card	Located in Oasis 3 and exchange for a "Brown Card".
Blue Card	Buy it from the ha Freeze el for 50000 Gald. Talk to Ok
Red Card	ayo, who is using the title "Champion". he collector in Venezia
Green card, y	's ingredients and exchange fo "Melon" & "Kombu". Talk to the perso
ellow card	n in Arlee's weapon s and answ 3, and
Statue of B	Speak to the boy in Freeze Kel's business district while possessing all of Ishta r's legendary items.
Statue of J	Obtain from Red by defeating Odin the area. (P182)
F's Chouzou,	n from the Trent. (Vol. P258)
L's Chouzou,	Buy "Combo Commands" at the Geese Shop.
D's Chouzou	Hold Chelsea's piano recital in Venice. P232

*Excalibur, Gold Armor, B-Line Shield, R-Line Shield, Golden Helm, H-Gauntlet, Blue Candle, BC Rod, and Jet Boots are the 9 items.

EVENT Title Acquisition Method List

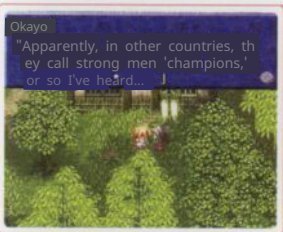
As each character progresses through their adventure, they can obtain various titles by experiencing specific events or meeting certain conditions. Here, we will introduce the titles that can be acquired for each character, how to acquire them, and important points for obtaining all titles.

This should be taken into consideration to avoid losing titles due to era transitions.

Be especially careful with the 'Mint's Songstress' title, as it can be missed not due to era transitions, but due to the timing of sub-events.

Obtaining a title doesn't really give you anything, except that the title appraiser at the entrance of Euclid Castle will praise you. However, the title 'Champion' for Cress is an exception; with this title, you can obtain the 'Red Card' collectible in the Future Ninja Village (see P249).

Let's acquire it before doing so.
Mint's Songstress is a title acquired through Face Chat when Suzu joins the party.



You need to obtain the title of champion. To do so, Cress needs to acquire the 'Red Card' champion collectible.

Kress

When obtaining Cress's titles, pay attention to the three titles: Combo Master, Stone Collector Master, and Mach Youth. If you obtain the Battle Master title in the past, or if you do not meet the conditions to obtain the Sword Master/Fencer title, you will not be able to obtain the title when you go to the future. Also, to obtain the Gilgamesh title, you must acquire all the legendary items of Ishtar, a total of nine items: "Excalibur Secret Book 1", "Gold Armor", "B Line Shield", "R Line Shield", "Gobel's Cool Helm", "H Gauntlet", "Blue Candle", "BC Rod", and "Jet Boots". Gourmet Master

Required.

Title	How to Obtain
Novice Swordsman	Possess from the beginning
	Must be level 30 or higher to learn Majin Hienkyaku
	in the Modern Era/Catacombs
	Raise the level to 50 or higher
	Raise the level to 60 or higher, learn 6 or more Arcane Arts, a
Brave Fencer	nd learn all Special Moves
	Learn all Special Moves and Arcane Arts
	In Future Miguel, see old dreams (Refer to P231)
	Have "Combo Counter" and "Combo Command"
	Defeat Gulfbeast in the Future Euclid Arena after encounter
Champion I	ing enemies 256 times on Hard or Mania difficulty.
	Maximize the proficiency of all dishes.
shitori Meijin	Win against the Stone Remover twice in Alvasta in the past
Space-Time Swordsman	Obtain the "Eternal Sword"
Gilgamesh	Future: Talk to the boy at the inn in Freeze Keel Town (see main text).
Mach youth	Past: Defeat Mach Boy in Alvanista (see P230).

Chester

Chester leaves the party as a Hunter. If he earns the title of "Kind Big Brother" in present-day Totis Village as an Archer, he can obtain all titles even when the era changes to the future as a Sniper or Shooter. To earn the title of "Kind Big Brother," you must obtain an "Apple" from the owner of the general store "Gohli" before speaking to Amy as an Ami|Striker. If you accidentally use this "Apple", you need to increase your level to 5 or higher, level to 10 or higher, level to 30 or higher, level to 50 or higher, level to 80 or higher.

Even if you lose it, you can buy a replacement "apple" in Euclid, the capital of the Lewd Great Overlord, and give it to Gourmet Master Mii to obtain the title.

Title	How to Obtain
In the past,	Possess from the beginning
	Present: Talk to Am
	y in Totis Village (see
	main text, P226).Fut
	ure: Stay at the inn (
	see P231).
	After watching the event to find Suzu's parents (see P235), have a FaceChat.
	Maximize the proficiency of all dishes.
Ultra Mach Dude	Defeat Mach Boy in the future city of Alvanista (see P230).
Tough guy	Recruit Suzu as a party member (see P236).

Mint

Mint needs to be careful not to fail in acquiring the two titles of Cupid and Diva. The Cupid title c annot be obtained unless you gui de Nancy and Elwin to marriage in a sub-event.

Refer to P228 and proceed caref ully with this sub-event. Also, the D iva title becomes unobtainable if y ou befriend Suzu, as the Yomi Liv e event will no longer occur. Be s ure to watch the Yomi Live before befriending Suzu.

Title	How to Obtain
[Healer	Start with it
Cleric	Raise level to 7 or higher
Priest	Raise level to 12 or higher
Bishop	Raise level to 20 or higher
	Raise level to 40 or higher
Bob	Raise the level to 80 or higher
Cupid Bow	Watch Nancy and Elwyn's wedding (see P228)
-chan Pure	Bathe in a hot spring in the future ninja village
Maiden Go	Obtain the "Unicorn Horn"
urmet Master	Maximize the proficiency of all dishes.
Diva	Watch the Yomi Live (see P233) and then have a Face Chat
Piano teacher	Watch Chelsea's piano recital (see P232)

Klaus

To obtain the Monster Master title, Cress must encounter all monsters. Thi s condition includes Dhaos, who is fou ght at the end of the game. Even if th e condition is met during the first play through, the title cannot be obtained b ecause the game ends. The encountere d monster flag is carried over to the n ext playthrough, so the Monster Mast r title can be obtained from the secon d playthrough onwards. Also, the condi tion for obtaining the Item Collector titl e is to obtain all items, but once an it em has been obtained, it does not mat ter if it is sold or used and disappears.

Title	How to Obtain
Magician [Ta	Make a contract with Sylph, w
mer Su	hich you have from the beginn
mmoner	ing. Make a contract with Maxwell.
Elementaler	Get 10x the Summoning skill
Warlock	by contracting with Origin
Summon Master	Master all Summoning skills
Monster MasterIte	Encounter all enemies (see main text)
m CollectorTreas	Obtain all items (see main text)
ure HunterGourm	Give the "Rozania Dress" to Graham (see P256)
et Master	Maximize the proficiency of all dishes.
Shiri ni shikare ma	Possess from the beginning
n enren no hito	Check on Mirald's condition in the town of Arly in the Future/Eternal Darkness

Arche

All Archer titles that were obt ainable in the past are acquired through events. Therefore, for Witches, it's fine t o focus on collecting all titles from the futu re. The most difficult Archer title to acquire is Spell Master, which requires mastering all spells. When collecting spells | Sp ell Master, refer to the list of spell acquisi tion methods on P246.ぺったんこ

Title	How to Obtain
Magic User	Learn 5 spells fro
	m the beginningLe
	arn 10 times mor
	e spellsLearn 15 s
	pellsLearn 20 spel
	lsLearn all spells
	Get drunk on the ship to Alvanista in the past.
	Bathe in a hot spring in the future ninja village
うっぷんむすめ	Seduce the captain in Venice in the past.
Gourmet Mast er?xxりょうり	Maximize the proficiency of all dishes.
にんGROOVY	Future: Eating on a remote island in the North Sea (See P233)
	Future: Score 200,000 points or more in Thor's shooting game (See P237)

Suzu

uzuno, who joins as a companion from the future era, can obtain all titles (Tsubame Ninja) at any tim e because the title is not forgotten due to time travel and is not Karasu Ninja. To challenge the Trial Cave| Taka Ninja (See P2 36) described in the acquisition method of ayabusa Ninja), you need to learn one m n addition to the ninjutsu you have learne d from Tsuru Ninja first. Emergency Since Suzume fights alone in the Trial Cave, Jiki Toryo Let's level up while we try to get our hands on a ninj utsu scroll.

Title	How to Obtain
Suzume Ninja: S	Start with level 2
	0 or higherLevel 30
	or higherLevel 40 or
	higherLevel 60 or hig
Shinobi title (H	herLevel 80 or highe
ore ninjutsu i	rStart with
Amatou	Talk to Oshizu in the Future Ninja Village (see P236). Talk to the chef in the Future Olive Village.
Gourmet Master S	Maximize the proficiency of all dishes. Clear the Trial Cave (see text, P236).
hinobi	
Bilibili-chan	Possess from the beginning

C O L U M N

Mystic Artes and Spells Obtainable in the Past and Future

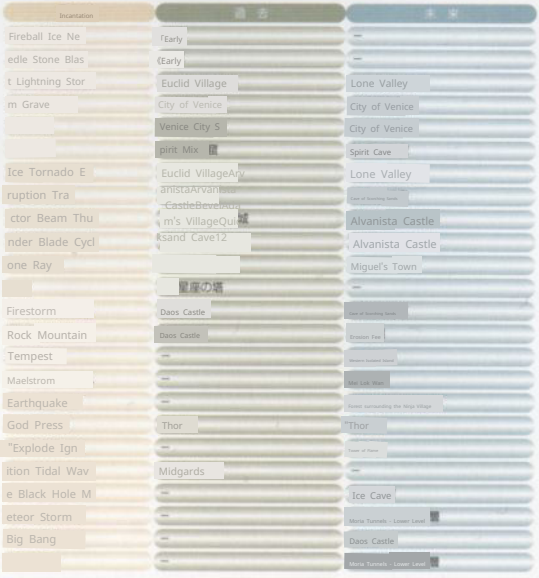
Some of Cress's Mystic Artes and Arche's spells can be obtained twice, once in the past and once in the future. This section summarizes where you can learn these Mystic Artes and spells. Use this to avoid forgetting to acquire spells when they become available in the past, or to find Mystic Artes you missed in the past when you are in the future.

Mystic Artes

You will always learn the Majin Swallow Kick in the event that occurs in the modern catacombs. As for other secret arts, if there is a possibility that they can be learned in the past, there will be opportunities to acquire them again in the future world.

Spell

Since the Fireball and Ice Needle spells are learned from the beginning, and the Ray and Indignation spellbooks can always be obtained at events, there are no spells that can only be learned in the past.



SECRET EVENT

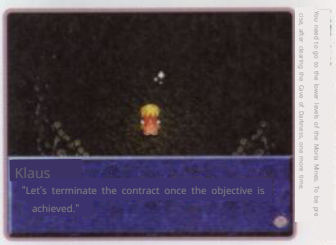
Secret Event

Challenge the 4 Hidden Events!

In this game, which features numerous sub-events, th e four secret events introduced here are among the lar gest and most challenging. Of these, the Pirate Aifread's Treasure, the Lower Moria Mines, and the Cave of Dar kness were also present in the Super Nintendo version, but the Depths of the Treant Forest is original to the Pl ayStation version. Also, the content of the Cave of Dark ness has been significantly changed from the Super Nin tendo version. To play these events, you must obtain th e "Eternal Sword" in the Treant Forest and enter Daos' Castle in the future once. For other event triggers and necessary items, please refer to each explanation.

What is the order of play?

Pirate Aifread's Treasure allows you to obtain powerful equip ment without having to fight enemies. The enemies in the Dept hs of the Treant Forest are weaker compared to the Lower Mor ia Mines. To clear the Cave of Darkness, you need an item in t he Lower Moria Mines. Considering these factors, it is best to g o in the order of Pirate Aifread's Treasure → Depths of the Tre ant Forest → Lower Moria Mines → Cave of Darkness.



Occurrence conditions and required items for each event

1 Pirate Aifread's Treasure

Occurrence condition: Talk to Graham in the super "Freezer" of Freeze Kiel and accept his request

Required Items: None

What is I Freed's true treasure?

Decades ago, there was a great pirate named Aifreed who rampaged across the world's oceans. The goal is to f ind the true treasure that he hid somewhere in the world , at the request of his son, Graham. The treasure is hidde n in Aifreed's hideouts scattered around the world. You ca n go to the hideouts after obtaining the Rare Byrd, but y ou cannot obtain the items until you accept Graham's req uest because the treasure chests will not appear. There a re a total of 22 hideouts. Graham can tell you the approxi mate locations if you talk to him.

■Main Items to Obtain■

●ItemsG reen TorchGol den HelmDocume nt Sephira Saint Halberd Dark Seal	Technical Ring B lue Candle Roza nia Dress B-Line Shield H Gaunt let N-G R-Line Shield

2 Deep within the Treant Forest

Occurrence Condition: With the "Elven Bow," talk to the craftsman at the weapons shop "Twilight ..." in the Elven Village and go to the Origin Stone Tablet. Nothing special.

Required Items

Guided by the Spirit Origin

The goal is to find the "Sacred Log," a material for making the best bow, said to be deep within the Treant Forest. To play this event, you must first obtain the "Elven Bow" in the Elf Bow (see P234) sub-event. After meeting the requirements, examine the Origin Stone Tablet in the Treant Forest to use the power of the Spirit Origin to go deep into the Treant Forest. Here, Kratos' TP will decrease as time passes, so prepare TP recovery items such as "Orange Gels" in advance.

■Main Items to Obtain■

●Items	F Statue
Bahamut Tear	Elven Bow (Enhanced)
Berserk Arrow	

When Cress runs out of TP, It will disappear.
You can continue exploring the forest.

3 Lower Moria Mines

Occurrence Condition: Common occurrence conditions only require items "Sapphire" and "Emerald".

Treasure Sleeping in the Depths of the Cave

In the lower levels of the Moria Mines, there is no clear objective like other secret events. If anything, the objectives are to learn Summoning and to obtain the item at the bottom of the cave. Obtaining the item alone does not require any specific items, but learning Summoning requires "Sapphire" and "Emerald". However, "Emerald" is located in the Dark Cave, and to obtain it, you need the "Red Lantern" which can be obtained in the lower levels of the Moria Mines. Initially, just bring the "Sapphire" that can be obtained in the Cave of the Future Spirit.

■Main Obtainable Items■●Sec

●Items	ret Art
Excalibur Gold	Lion's Thousand Bending Strike
Armor Scout Or	● Spell
b Nightmare B	Black Hole Big Ba
oots Ninja Sword	ng ● Summ
Chizakura Belsh	oning Art
a Boots Red L	Gremlin Rare Bruta
antern	l ● Ninju
	tsu Sa
	midare

4 Cave of Darkness

Occurrence Condition: None

Necessary Items: "Amethyst," "Red Lantern," "Blue Candle," "Green Torch"

Make a contract with the dwellers of darkness.

Even without entering Dhaos' Castle, obtaining the Rare Bird allows you to at least enter the Cave of Darkness. However, to proceed further, you need the four items mentioned above. The "Amethyst" is found in Lonevaley, the "Red Lantern" in the lower levels of the Morlia Gallery, and the "Blue Candle" and "Green Torch" are obtained from Aifread's Treasure.

■Main Items to Obtain■

●Items E
merald Su
mmoni
● Magic
Shadow•
Ninjutsu Ji
raiya

SECRET EVENT 1

Pirate Aifread's Treasure

INFORMATION

- Enemies that recover from Water-attribute attacks appear.
- Enemies that nullify Fire, Wind, Earth, Thunder, Non-attribute, Light, and Dragon-attribute attacks will appear.

MONSTER

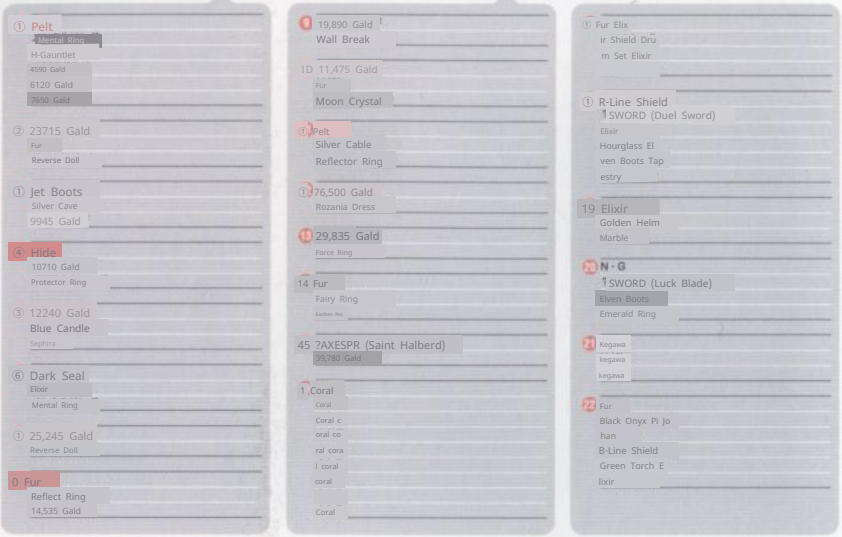
Crab

P331

EVENT

I Freed's Hideout

Aifread's Treasure List



What True Treasure Is

Aifread, the world-renowned pirate. He was defe ated by the Midgards military fleet and executed, but his hidden treasure has yet to be found.

Give Graham the real treasure

Aifread's hideouts are all located in places onl y accessible by the Rheabird. This event ends w hen you bring the "Rosania Dress" located in hid eout 1 to Graham in Freeze Kiel, and you will r eceive Klaas's Treasure Hunter title and the "Te chnical Ring", but the treasure hunt can continu e thereafter.

Note that examining the crabs on the beach at the hideout wi ll trigger a battle. The crabs nullify almost all attribute attacks wit h a high probability, but they do not attack at all.

SECRET EVENT 2

Deep within the Treant Forest

INFORMATION

Enemies that nullify attribute attacks appear ● En emies that inflict paralysis and sleep attacks appear

The appearance rate of enemies deep within the Forest of Trente is all based on the location of t

for Zoe stations.

MONSTER

Killer Bee
P332

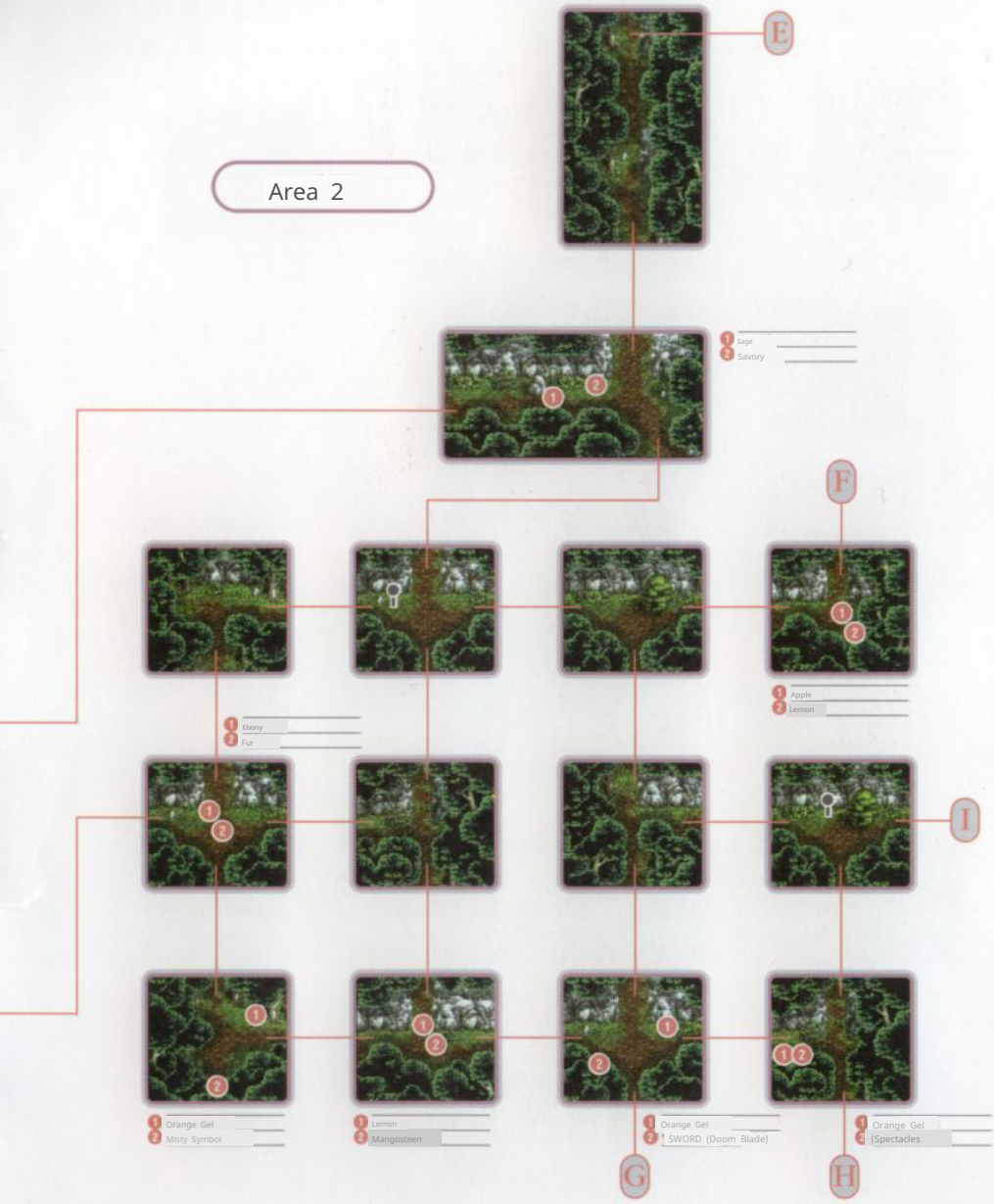
Treant
P338

Boar Boar
P343

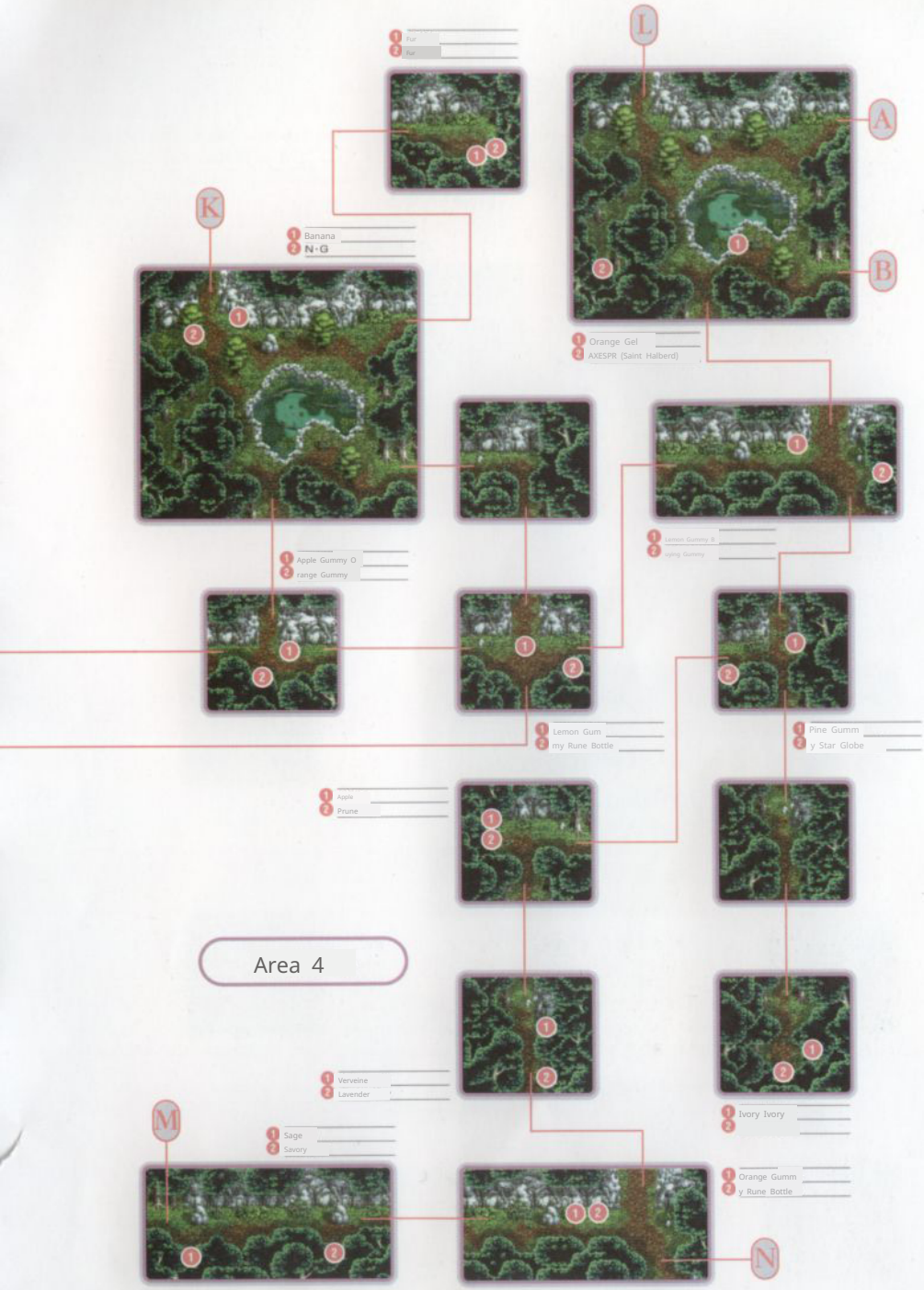
Queen Bee
P332

Nocturnal Fly
P339

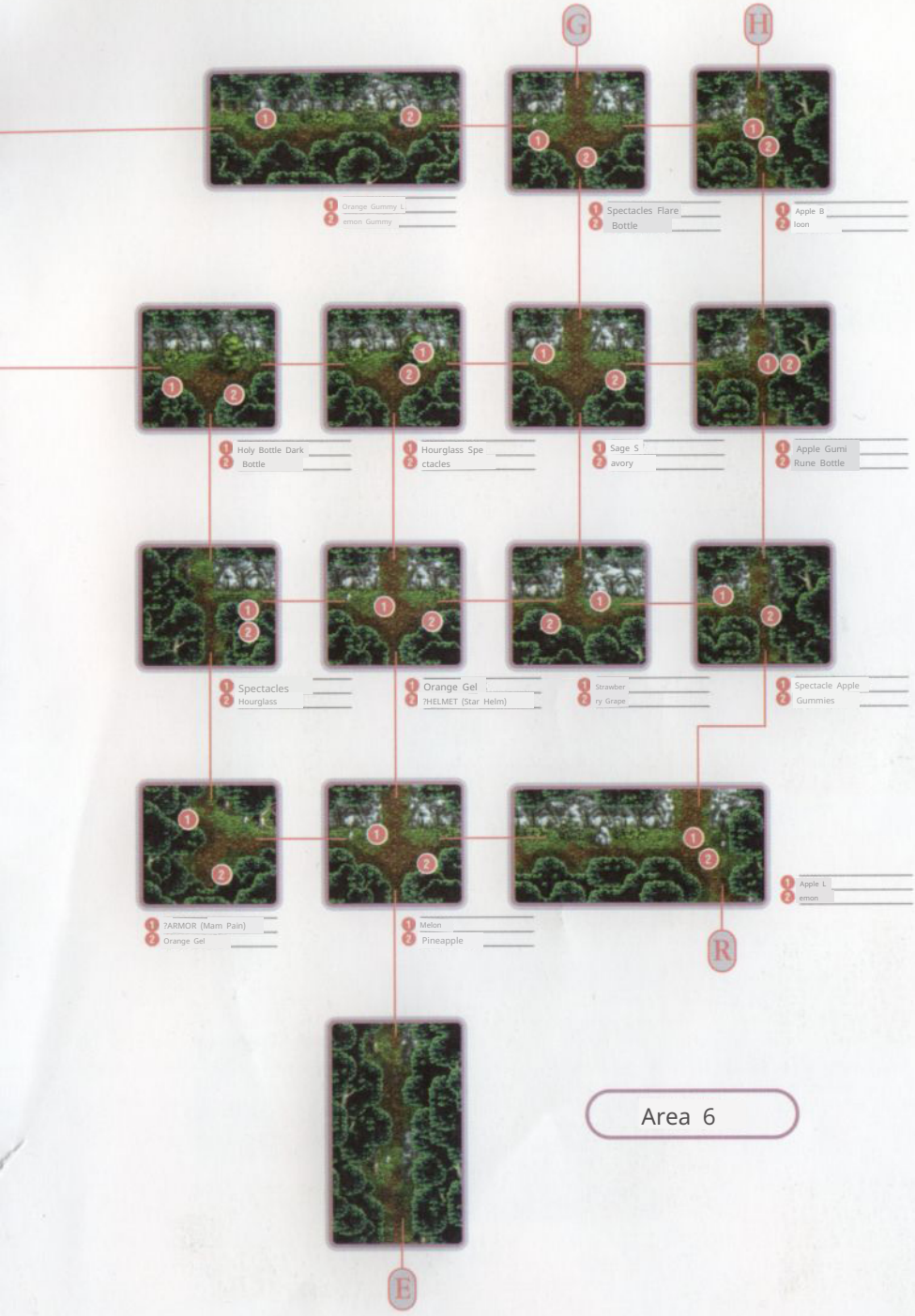
Area 1


Area 2
E
1 Sage
2 Savory
F
1 Apple
2 Lemon
1 Ebony
2 Fur
I
1 Orange Gel
2 Misty Symbol
1 Lemon
2 Mangosteen
1 Orange Gel
2 SWORD (Doom Blade)
1 Orange Gel
2 Spectacles
G
H

Area 3
J
F
1 Orange Gel
2 Star Shield
1 Elixir
2 SWORD Saint Rapier)
1 Strawberry
2 Banana
1 Large Ivory
1 Aquaglass | S
2 pectacles
1 Pineapple
Melon
1 Mangosteen
2 Grape
1 Rune Bottle A
2 pple Gummy
1 Hourglass
2 Spectacles
1 Daiseki
2 Daiseki
1 Ring Shield Ora
2 nge Gummy


Area 4

D
1 Mixed Gummy
2 Miracle Gummy
Area 5
Q
1 Miracle Gummy
2 Miracle Gummy
1 Pine Gummy
2 Ring Shield
N
1 Mangosteen
2 Prune
1 ?BERET (Star Beret)
2 Grape
1 Apple Gummy
2 Orange Gummy
1 Melon
2 Pineapple
1 ?CLOTH (Star Cloak) Or
2 ange Gummy
1 Mixed Gummies
2 Holy Symbol
P
1 Star Glove Banana
2
Q


G
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1 Orange Gummy L
2 emon Gummy
1 Spectacles Flare
2 Bottle
1 Apple B
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1 Holy Bottle Dark
2 Bottle
1 Hourglass Spe
2 ctacles
1 Sage S
2 avory
1 Apple Gumi
2 Rune Bottle
1 Spectacles
2 Hourglass
1 Orange Gel
2 ?HELMET (Star Helm)
1 Strawber
2 ry Grape
1 Spectacle Apple
2 Gummies
1 ?ARMOR (Mam Pain)
2 Orange Gel
1 Melon
2 Pineapple
1 Apple L
2 emon
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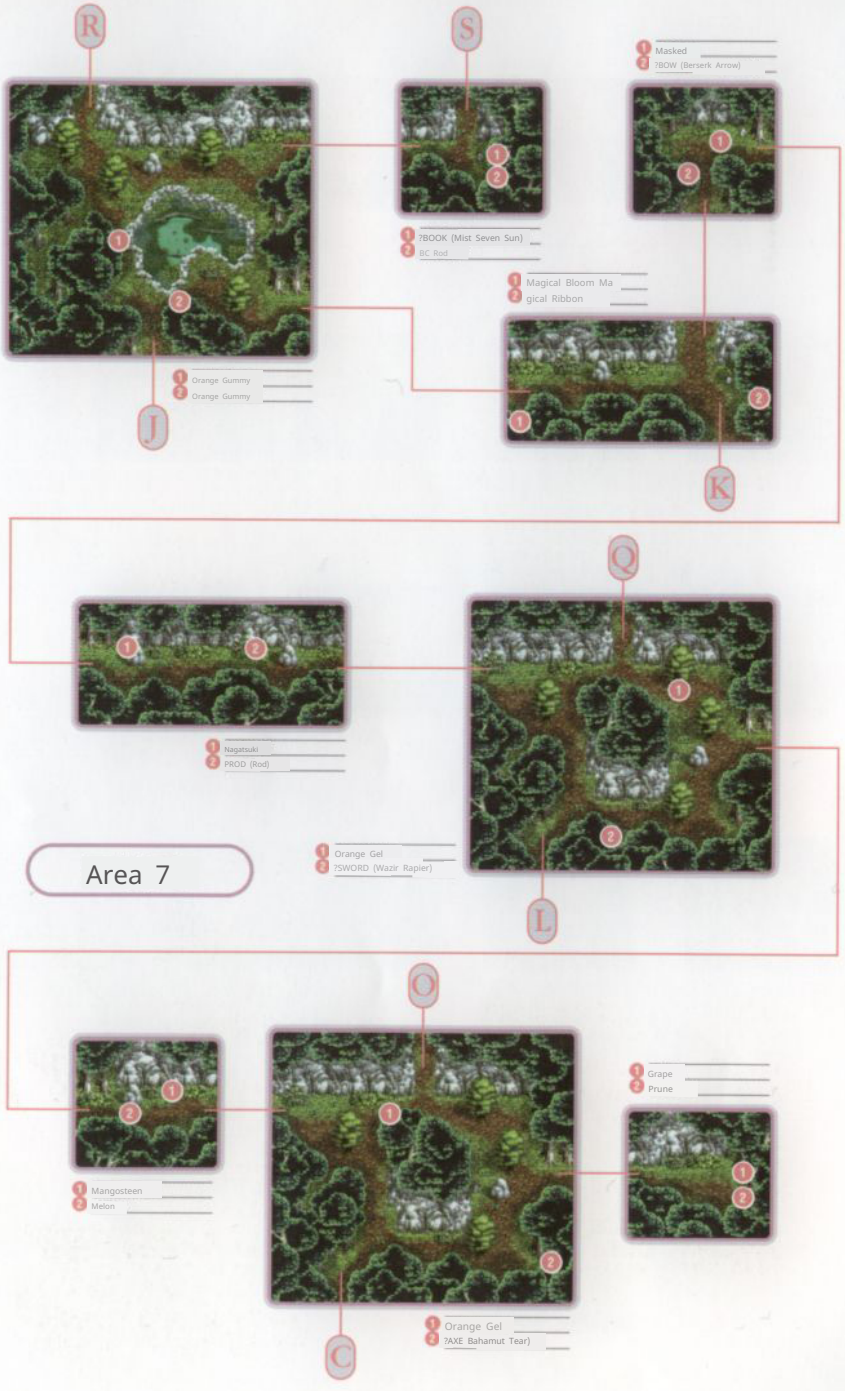
Area 6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?BOW (Berserk Arrow)
?BOOK (Mist Seven Sun)
BC Rod
Magical Bloom Ma
gical Ribbon
Orange Gummy
Orange Gummy
J
K
Q
Nagatsuki
PROD (Rod)
Orange Gel
?SWORD (Wazir Rapier)
L
Area 7
O
Grape
Prune
Mangosteen
Melon
Orange Gel
?AXE Bahamut Tear)
C

I
Area 8
M
1 Orange Gumm
3 y Rune Bottle
CHECK 1
Sacred Maru
1 Ivory Ebony
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1 Daiseki
2 Fur
1 Ebony Ebon
3 y
1 Strawberry
3 Lemon
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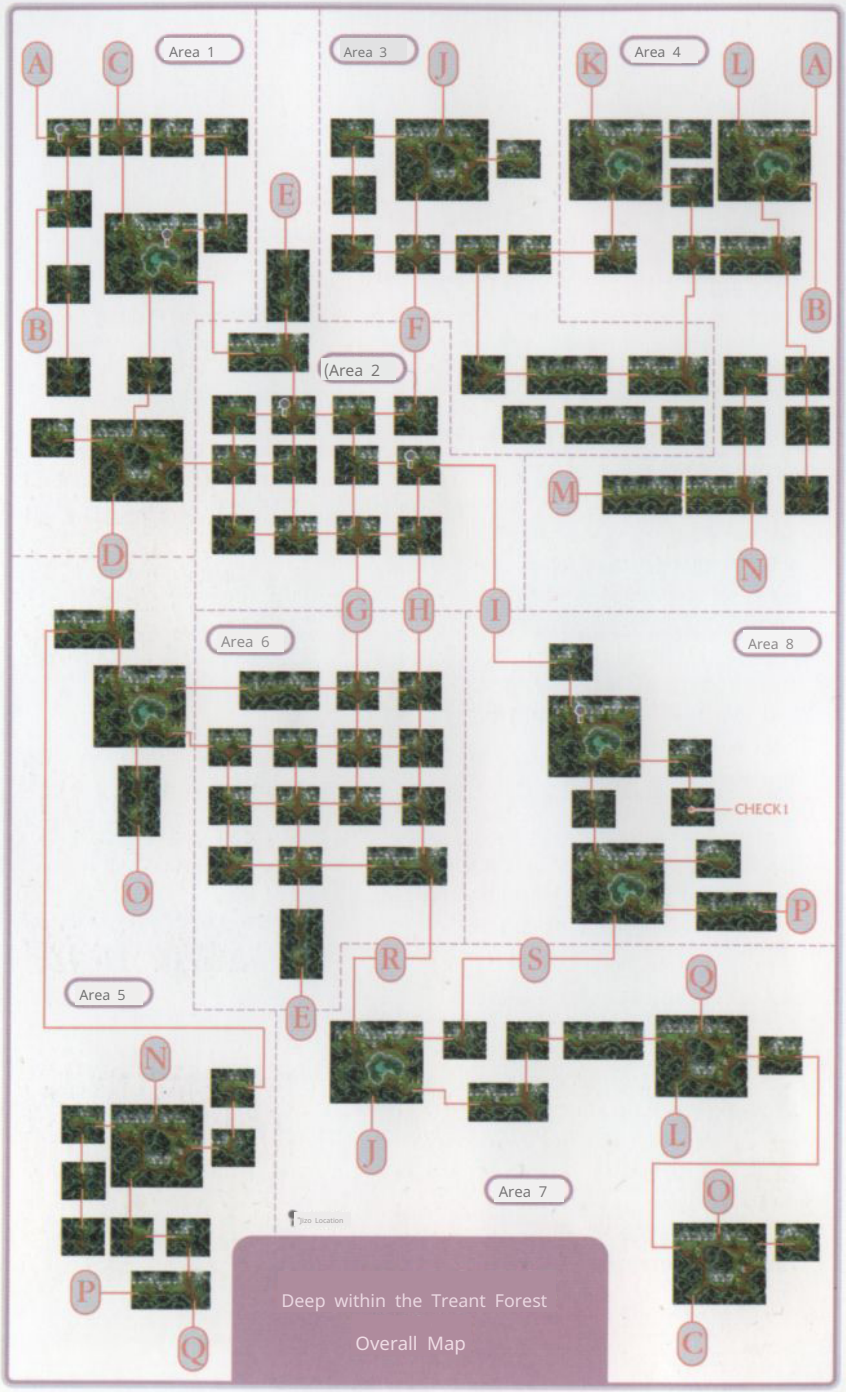
Area 1
Area 2
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S
CHECK 1
Deep within the Treant Forest
Overall Map

Sealed Forest

2 Trents' Territory

The sacred log, a material for making the finest bow, is said to be deep within the Trent Forest. After hearing the story, Cress and his friends aim for the depths of the forest, but it is a dangerous place existing in another dimension.

Pay attention to Krathos's remaining TP.

In the depths of the Treantwood, Krathos's TP decreases by about 5 every second. When the TP reaches 0, you will be asked whether to open the menu or return to the stone tablet in the Treantwood. If this happens, you will not be able to continue exploring, so use "Orange Gels" or "Pine Gels" to restore Krathos's TP. TP does not decrease during battle or when the menu screen is displayed, so when checking the maps in this book, it is a good idea to open the menu.

Among the enemies that appear, Nocturnal Flies have a high probability of nullifying Dark-element attacks, so Cress and Suzu should not equip Dark-element weapons such as "Doom Blades" or "Ninja Blades Black Lily".

Be careful not to erase items.

There have been several treasure chest links before, but in the depths of the Torrent Forest, all treasure chests within the same map are linked. If you take even one treasure chest and then go to another map, you won't be able to obtain the remaining treasure chests even if you return to that map later. Pay special attention not to miss the "F Statue," which can only be obtained here. Except for the starting point and the location of the "Sacred Log" at "CHECK," the number of items within the same map is either two or none. Therefore, after taking one item, be careful not to leave the map until you find the other item.

Once you obtain the "Sacred Log," return to the Elf Village and speak to the bow craftsman in the weapon shop. He will then give you the strongest bow, a further enhanced version of the "Elven Bow."

Nocturnal Fly: A monster that only appears here. You'll definitely want to encounter it in order to complete the monster encyclopedia.

The Strongest Bow: The name is the same, "Elven Bow," but its attack power is greatly enhanced to 1180. Its accuracy is also high at 200, making it easy to use.

SECRET EVENT 3

Lower Moria Mines

INFORMATION

- Enemies appear that recover from Fire, Water, Wind, and Earth attribute attacks.
- Enemies appear that nullify Earth attribute attacks.
- Enemies appear that use Paralysis, Petrify, and Sleep attacks.
- "Sapphire" and "Emerald" are required to clear.

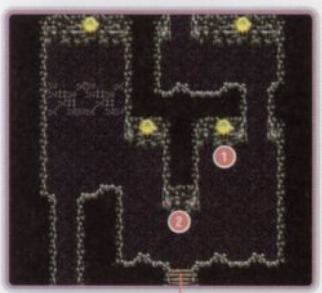
MONSTER

Kiyomasa	P332	Beast Master	P34 0
Great Tusk	P3 33	Phoenix	P34 0
Cerberus	P333	Black Dragon	P341
Jack O'Lantern	P335	Boar Boar	P343
Doll	P338	Manta	P344
Ninja Master	P338	Manticore	P344
Hatamoto	P339	[illegible]	P345
Banshee	P339	Wyvern	P346 BOSS
Bigfoot	P34 0	Brute	P341 BOSS

SUB EVENT

With Yoshu P244
Spell Learning P248
[illegible] P248
Ninjutsu Training P249

Basement 9th Floor

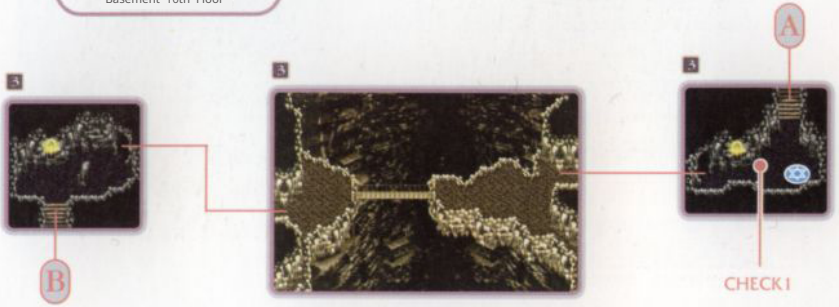


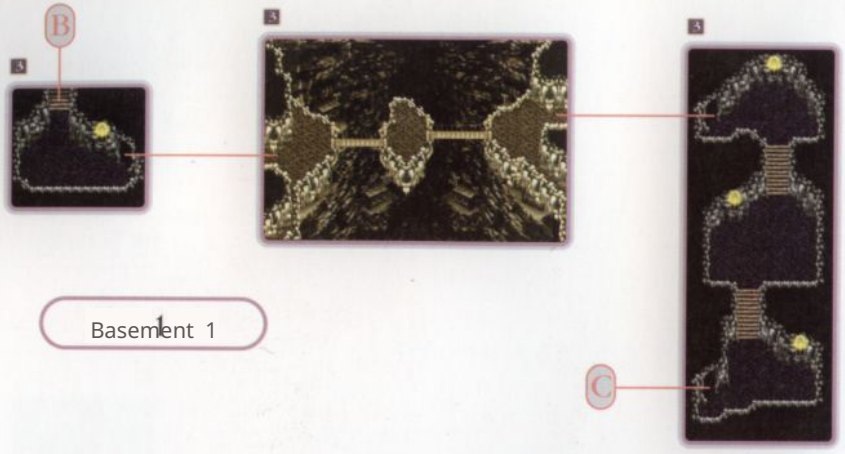
1 Tent [illegible] Free

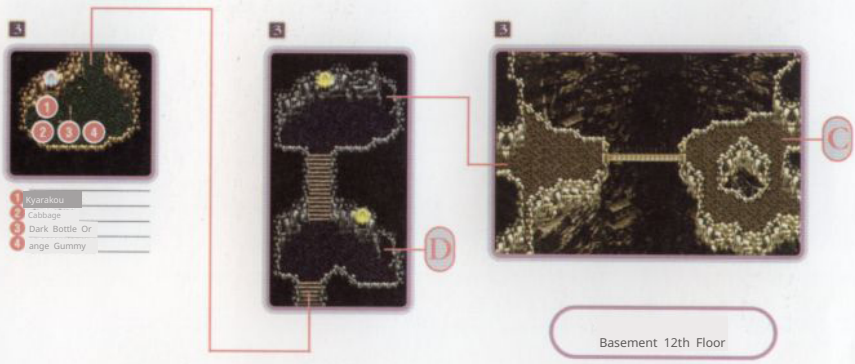
2

Supply Unit	60
Apple Gummy	200
Orange Gummy	1000
Mixed Gummy	350
Banana	300
Bottle	150
Life Bottle	60
Liqueur Bottle	80
Holy Bottle	20
Dark Bottle	3500
Rune Bottle	10
Spectacles	40
Chicken	64
Beef	56
Pork	20
Bread	32
Rice Con[illegible]	16
[illegible]sideration	150
Carrot	40
Cabbage	250
Potato	

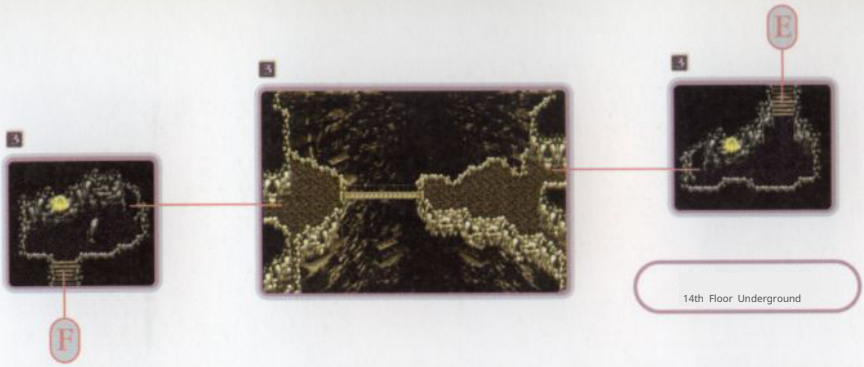
Basement 10th Floor

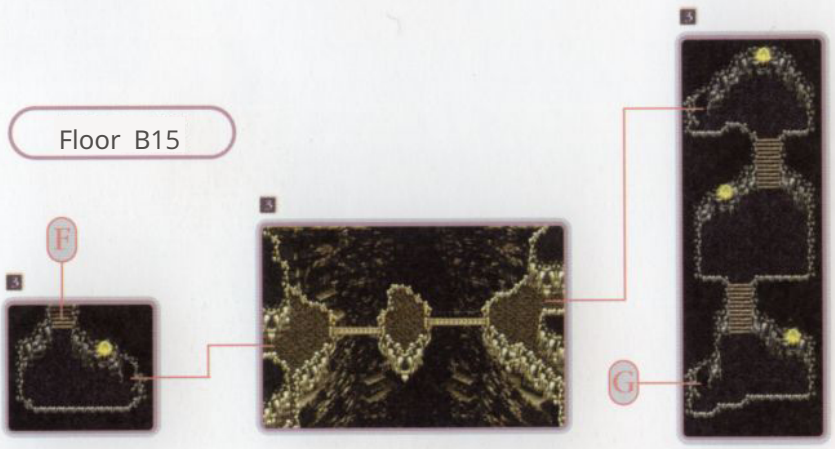


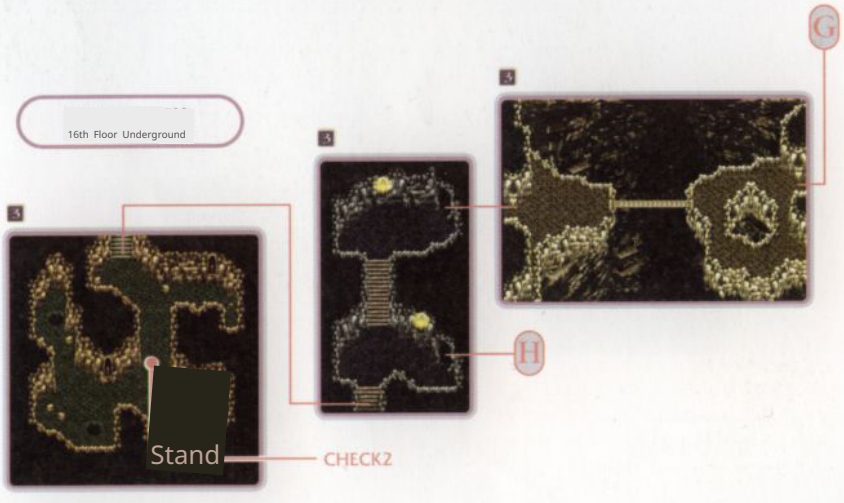

B
C
Basement 1

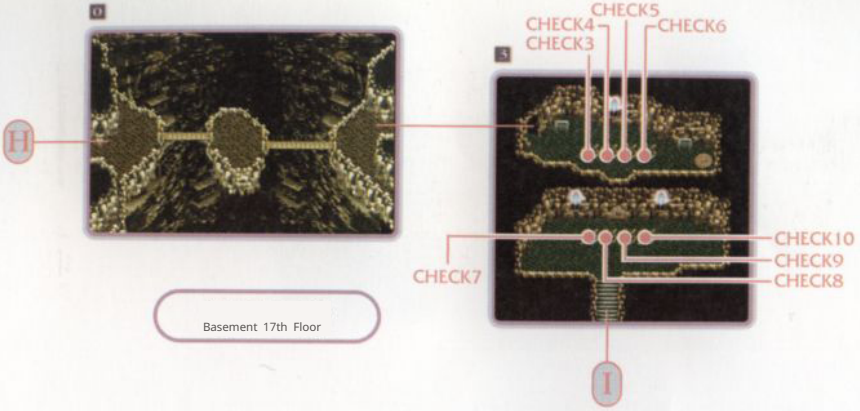

1 Kyarakou
2 Cabbage
3 Dark Bottle Or
4 ange Gummy
C
D
Basement 12th Floor

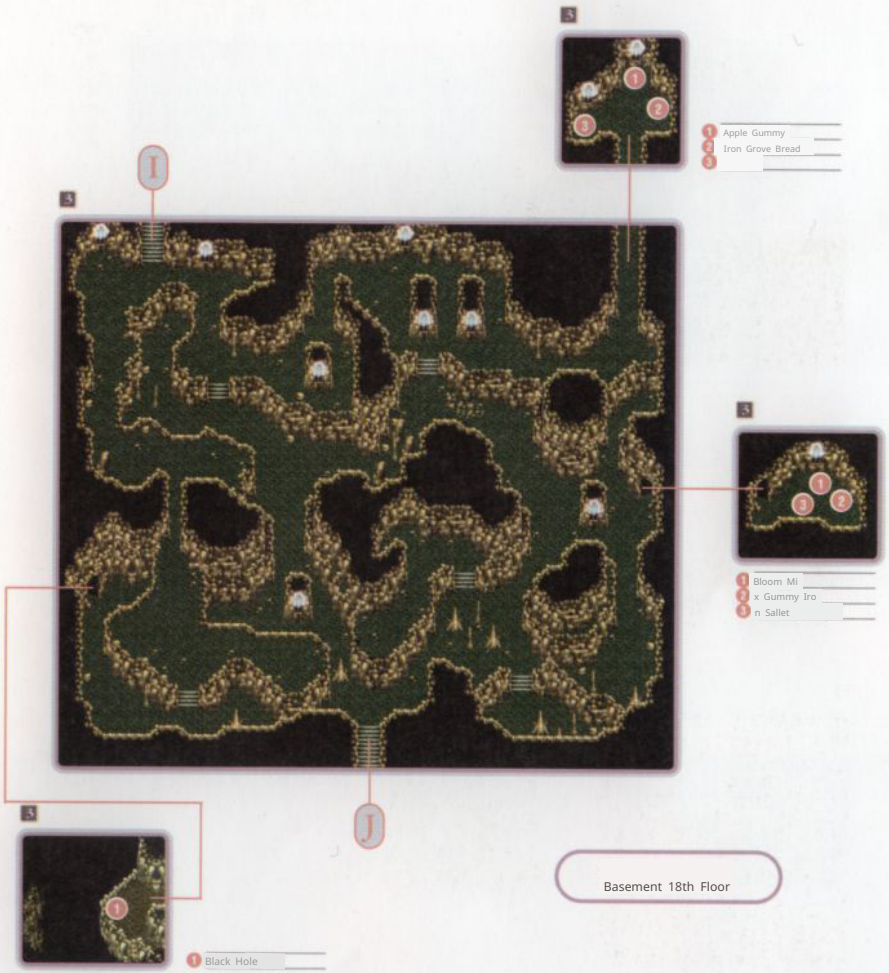
1 Darjeeling
D
1 Spectacle Flare B
2 ottle
3 Life Bottle
E
Floor B13


E
F
14th Floor Underground


Floor B15
F
G

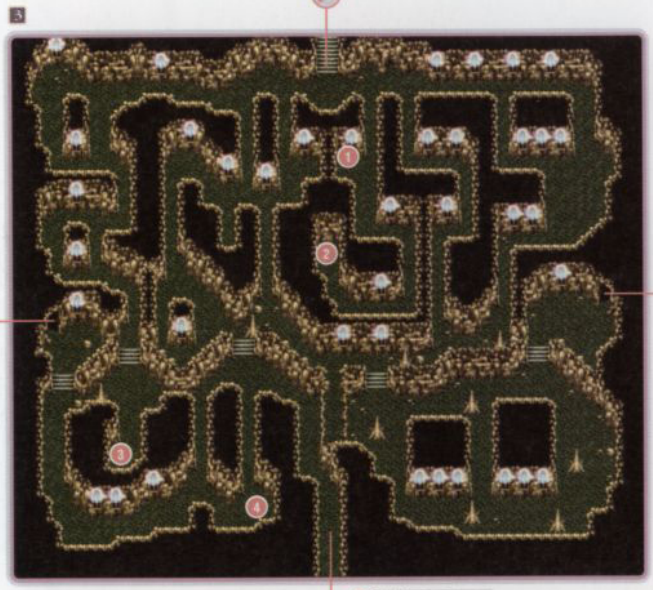

G
16th Floor Underground
H
Stand
CHECK2


CHECK5
CHECK4
CHECK6
CHECK3
CHECK10
CHECK9
CHECK8
CHECK7
H
I
Basement 17th Floor

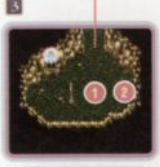

Apple Gummy
Iron Grove Bread
Bloom Mi
x Gummy Iro
n Sallet
Black Hole
I
J
Basement 18th Floor

Floor B19

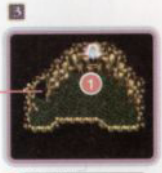
1 ? AXE (Hamutotia)



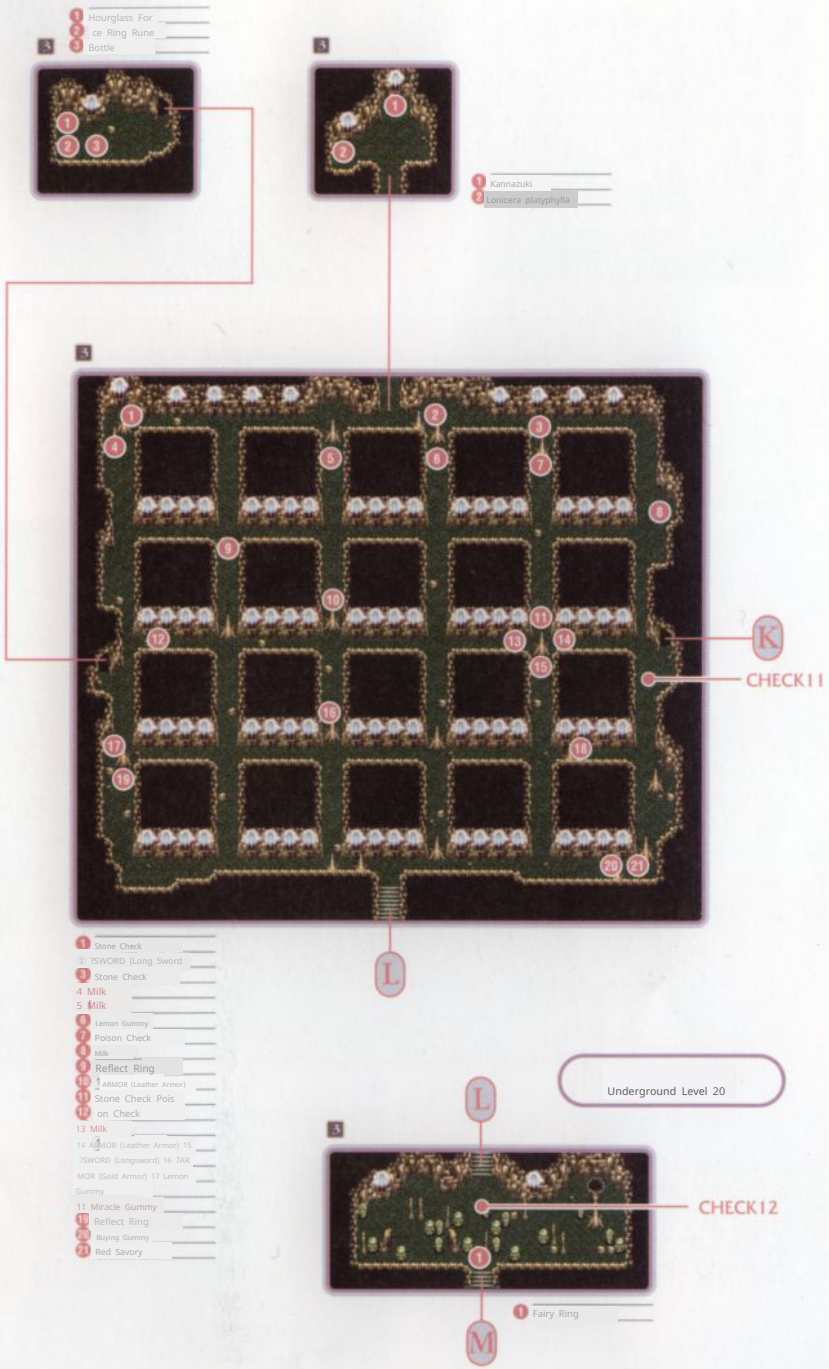
1 Silver Cave
2 ARMOR Leather Armo
3 Poison Check
4 SWORD Long Sword



1 Miracle Charm
2 Pine Gummy



1 Daiseki


1 Hourglass For
2 ce Ring Rune
3 Bottle
3
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1 Kannazuki
2 Lonicera platyphylla
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CHECK11
L
1 Stone Check
2 ?SWORD (Long Sword
3 Stone Check
4 Milk
5 Milk
6 Lemon Gummy
7 Poison Check
8 Milk
9 Reflect Ring
10 ARMOR (Leather Armor)
11 Stone Check Pois
12 on Check
13 Milk
14 ARMOR (Leather Armor) 15
?SWORD (Longsword) 16 ?AR
MOR (Gold Armor) 17 Lemon
Gummy
11 Miracle Gummy
19 Reflect Ring
20 Buying Gummy
21 Red Savory
Underground Level 20
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3
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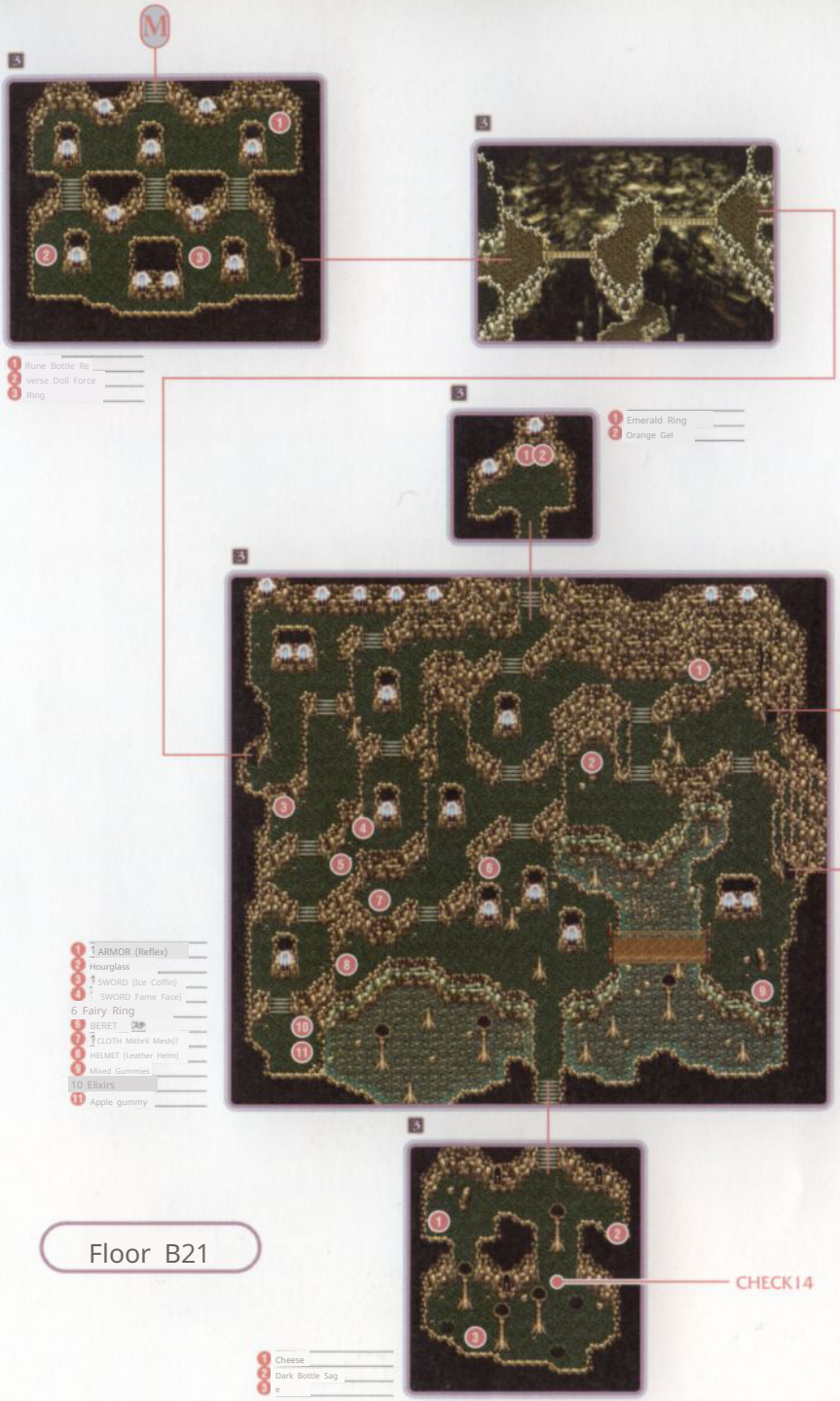
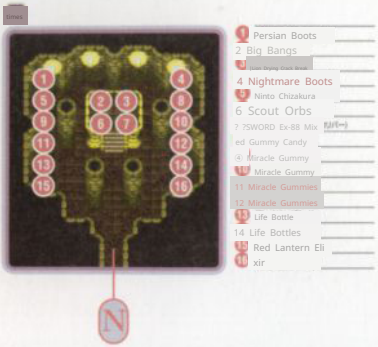
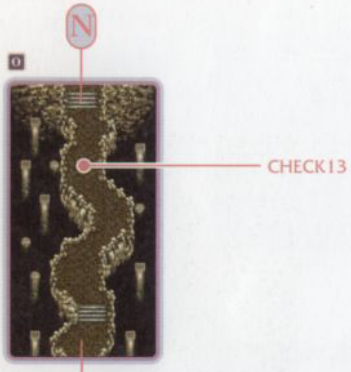
CHECK12
1 Fairy Ring
M


M
B3
1
2
3
1 Rune Bottle Re
2 verse Doll Force
3 Ring
B3
B3
1 Emerald Ring
2 Orange Gel
B3
1 ARMOR (Reflex)
2 Hourglass
3 SWORD (Ice Coffin)
4 SWORD Fame Face)
6 Fairy Ring
8 BERET
7 CLOTH Mithril Mesh)?
8 HELMET (Leather Helm)
9 Mixed Gummies
10 Elixirs
11 Apple gummy
B3
CHECK14
1 Cheese
2 Dark Bottle Sag
3 e
Floor B21

Dwarven Temple





Dwarven Heritage

SECRET EVENT 3

Moria Tunnels - Lower Level

In ancient times, there was the Mines of Moria, said to be inhabited by d warves. It is said that a new cave has been discovered there. What lies in the depths of the darkness, which is said to lead to the demon world?

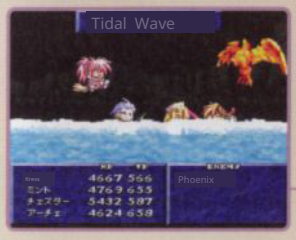
Let's take the "Sapphire".

Among the skills that can be learned here, on ly Summoning requires a Ring of Contract to le arn. Obtain the "Sapphire" in the Future Spirit C ave beforehand. The "Emerald" cannot be obtain ed when first challenging the lower levels of the Moria Mines, so don't worry about it. Furtherm ore, having the "Green Torch" and "Blue Candle " will be useful later (see P256).

For each character's equipment, basically, cho ose items that increase parameters. Equip Cless with the "Laser Blade" as it is difficult for enemi es to nullify. Be sure to equip spell-casting char acters with the "Mystic Symbol". Furthermore, pr epare 4~6 "Princess Capes" as a countermeasure against the Wyvern that you will fight on the l owest floor. Also, if Claus hasn't learned Aska ye t, go to Thor and have him learn it (see P248).

Dealing with Powerful Enemies

This cave is home to many powerful monsters, b ut the Black Dragon is especially dangerous. It has high defense and uses paralysis and petrification a s special attacks. When fighting it, use Akisame to s top its movement while Aska deals damage. Fortun ately, it has a slow movement speed, so consider r unning away as an option. The Phoenix isn't strong, but it's troublesome when it appears. It flies at a high altitude, making it difficult to hit with your att acks. It's weak against water, so counter it with Che ster's Frozen Fang or Arche's Tidal Wave.



The Laser Blade's attack power is lower compared to top-tier weapons like "Gu ngnir" and "Bahamut Tear." However, many enemies in the lower levels of the Moria Mines are weak against light, so it's not as weak as its stats might sugg est. Its resistance to nullification is also one of its strengths.

Gain Experience with Combos

The lower Moria Mines are home to powerful enemies, but on the 10th floor, enemies that are easy to combo (see P290) appear. Leveling up with combo experience using these monsters will make the battles that follow easier. The four monsters that are easy to combo are Mantas, Banshees, Bigfoots, and Cerberuses. However, since Cerberuses are partnered with Dolls, it's best to run away if you're not used to it. A recommended combo is to equip Cress with "Moon Falx" and repeat Autumn Rain → Sylph at the edge of the screen. If Arche's level is over 80, you can connect Slash x2 cancel Lion's Roar → Stone Blast to quickly earn combo hits. However, Bigfoots can nullify Lion's Roar, and Banshees are small, so the combo may be interrupted depending on how Stone Blast hits. Use Autumn Rain → Sylph or Autumn Rain → Stone Blast on these two.

Use "Holy Bottle"

When you go to CHECK1 on the 10th floor, all of your "Holy Bottles" will be broken and gone. However, if you use it just before CHECK1, the effect of "Holy Bottle" will last for a while, so if you don't want to fight enemies, use it near the memory circle. Only one is needed at this time. If you don't move unnecessarily, the effect will probably last until around the 17th or 18th floor.

Learn Gremlin Lair on the 16th basement floor

The room with CHECK2 on the 16th basement floor is filled with miasma, and you will take damage equal to 0.5 percent of your maximum HP with each step, but proceed to CHECK2 without worrying about it. Then, Gremlin Lair will appear, and after a conversation with Cress and the others, you will learn the Summoning Arte, Gremlin Lair. However, be aware that Gremlin Lair will not appear unless you have a "Sapphire".

Manta: Always appears alone. It's large and easy to hit, but also light. It heals with water attribute attacks, but cannot negate other attributes. With a decent amount of HP, it's no exaggeration to say this monster exists solely for setting up combos.

Banshee: Puts you to sleep with its scream. If you don't guard the scream properly with a button press and then dash to approach, you can be put to sleep repeatedly and take massive damage.

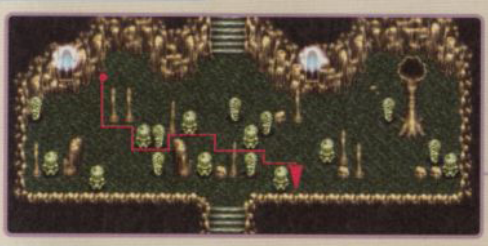
Switch on the 17th floor underground

If you can get all the CHECK3~6 switches into the pr essed state, the door below will open. However, pressin g a switch will cause the switches on either side of it t o rise, so pressing them randomly will only waste time. The correct sequence, starting from when you enter t he room, is to press the switches in the order CHECK3, 4, 5, 6, 4. When returning from the bottom to the top , press the switches in the order CHE-CK10.9.8.7.9.

The magic circle in the upper right of the same room will warp you to the memory circle on the 10th basement floor if you step on it. If you still intend to continue explori ng, avoid stepping on it.

Turn on the light in the darkness.

The CHECK II room has very little light, making it diffic ult to understand the terrain. However, using the "Green T orch" and "Blue Candle" from the menu screen will slightl y brighten the map and make the terrain easier to see. T his is the same even on the pitch-black map of the 21st b asement floor. If you have already obtained the "Red Lante rn", using it together will make it even brighter.



Use the stone statues in reverse.

The stone statue in CHECK12 's room will repel you if you st and in front of it. To proceed, you need to be intentionally r epelled by the left stone statue to bypass the obstructing stat ue. For the correct route, pleas e refer to the picture.

Beware of enemy robots

In the dark map of the 21st basement floor, new robots will appear. The robots inflict damage by cr eating blizzards with cute voices. When the robots are in the rear, attack with spells that have short c asting times, like Sylph, or Chester's Dragon Slayer to prevent them from spamming blizzards.

The 21st basement floor is the lowest level of the Moria Mine s. To avoid being wiped out here and having to start over, be s ure to save at the memory circle in the map below CHECK-K13.

If the map is bright and still difficult to see, you can adjust the bright ness of the TV itself. However, if it's a TV you use only for yourself, t hat's fine, but if it's a TV used by the family, be sure to return to the original settings after the game is over.

Look at the wyvern with tin

At CHECK13, you will fight one Wyvern. A recommended party is Cress, Mint, Klarth, and Arche if Suzu is not present. If Suzu is present, anyone else is fine. Equip two "Princess Capes" on the female characters and two "Flame Mantles" on the male characters. Also, equip Suzu with "Kannazuki." If Suzu is present, place Suzu as the controlled character in the formation (see P288) on the right, and the other party members on the left.

If Suzu is not in your party, have everyone stay put at the start of the battle and have only Cress dash towards the Wyvern. Then, move Cress directly under the Wyvern. This will cause the Wyvern to stop moving, allowing Arche to attack with Earthquake and Klarth with Aska. If you can't get under the Wyvern successfully, try guarding against the enemy's dive attack first, then dash underneath it. If Suzu is in your party, the Wyvern's press attack is fire-based, and its dive attack is wind-based, so Suzu, equipped with the above items, will take no damage. Therefore, you can't lose no matter how you fight. After defeating the Wyvern, retrieve the items from the Dwarf's Temple and exit the Moria Mines once.

Defeat Pluto first.

After obtaining the "Emerald" in the Cave of Darkness (see P280), head to CHECK14 to fight one Pluto and one Cerberus. For the Pluto battle, a party of Cress, Chester, Mint, and Klarth is recommended. Before the battle, change Cress's and Chester's weapons to non-elemental weapons such as "Excalibur." Equip Mint with a "Misty Symbol" and Klarth with an "Emerald" and an "Amethyst." In the formation, place Klarth on the far left and the others towards the right.

Once the battle begins, ignore Cerberus on the left and attack Pluto on the right with Cress's Dimensional Slash and Chester's Dragon Slayer. While Klarth will be taking Cerberus's attacks alone, with the equipment mentioned above, Klarth's HP will recover from Cerberus's dark attribute attacks, so there's no need to worry. Mint should cast Sharpness and then concentrate on healing. After defeating Pluto, switch the left and right sides of the formation and attack Cerberus this time. The strategy is the same as against Pluto, except Klarth will cast Aska. Winning the battle allows you to form a contract with Pluto.

SECRET EVENT 4

Cave of Darkness

INFORMATION

- Enemies that recover from W[illegible], Wind, Thunder, and Light attribute attacks appear. E
- nemies that nullify Dark attribute attacks appear.
- [illegible] Enemies that use Paralysis and Petrify attacks appear.
- The following are required to clear: "Sorcerer's Ring," "Gree n Torch," "Blue Candle," "Red Lantern," and "Amethyst."

MONSTER

Evil Sword P329

Gargoyle P332

Storm Rider P336

Ninja Master P338

Hanzo P339

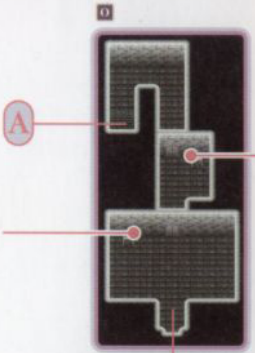
Black Knight P341

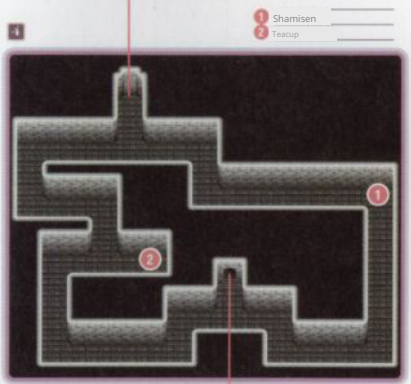
Lycoris P344

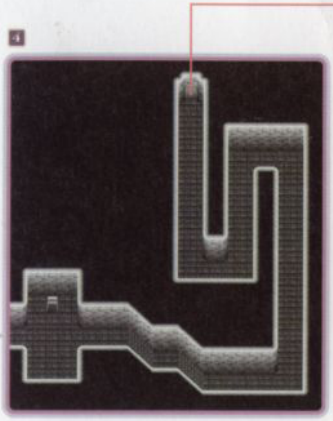
SUB EVENT

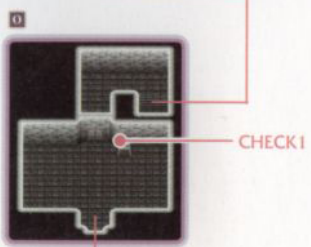
Summoning magic learned P248

Ninjutsu Training P248

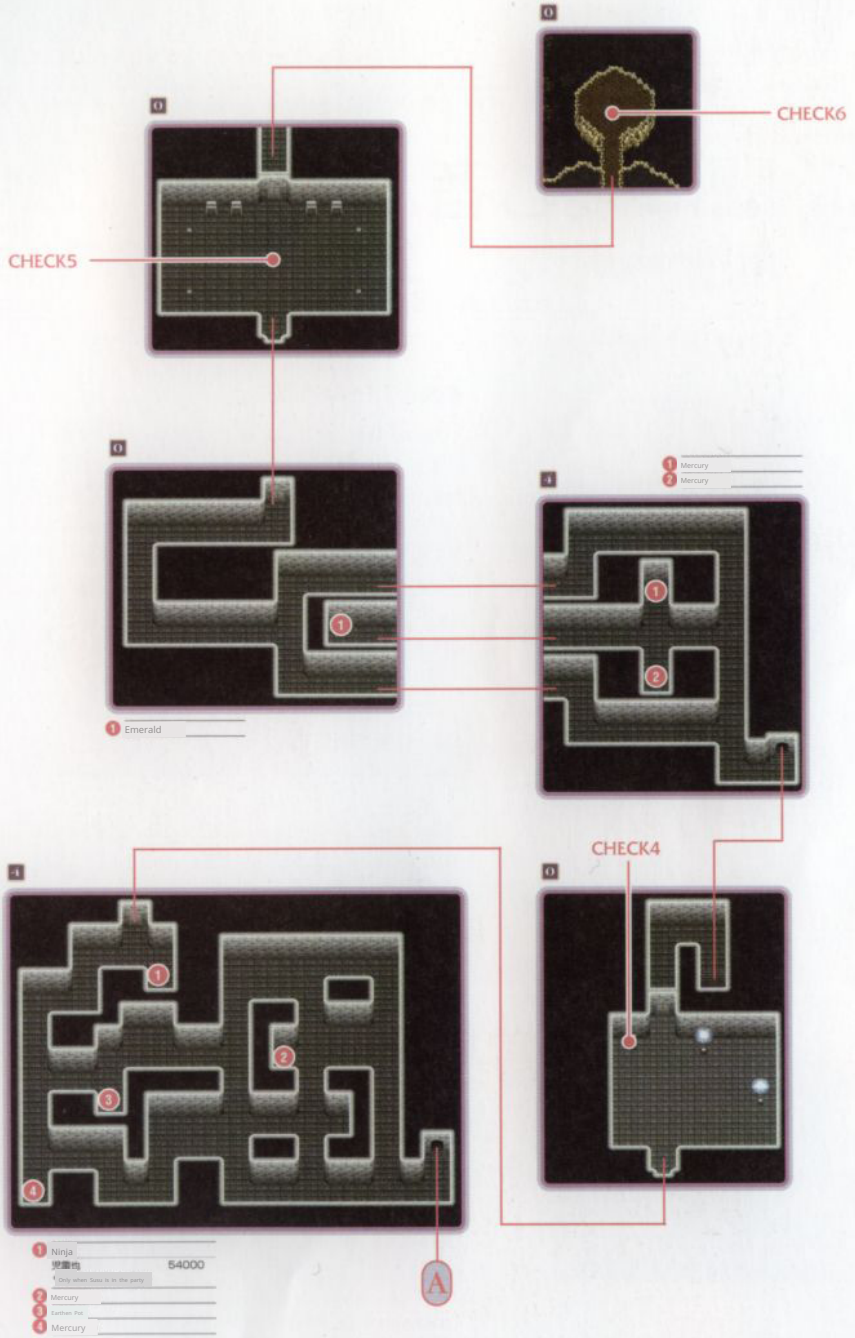








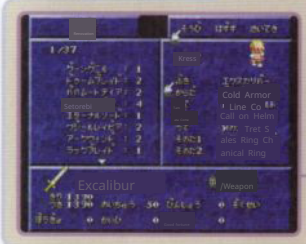
*Up to the 3rd square down the stairs from the entrance/exit O


CHECK6
CHECK5
CHECK4
1 Emerald
1 Mercury
2 Mercury
1 Ninja
54000
* Only when Susu is in the party
2 Mercury
3 Earthen Pot
4 Mercury
A

Dweller in the Darkness

4 Cave

In Arlee, the town of perpetual darkness, Cress and his companions heard rumors of a dark spirit dwelling on this continent. Believing they might be able to form a contract, they headed to a cave in the southeast of the continent.



Prepare the necessary items

To clear the Cave of Darkness, you will need five items. Among them, the “Sorcerer's Ring” has already been obtained in the Sands of Heat Cave in the past. Of the remaining four, the “Green Torch” and “Blue Candle” can be found in the Pirate Aifread's Treasure (see P256-257), the “Red Candle” in the lower levels of the Morian Mines (see P268), and the “Amethyst” in the future Lohn Valley (see P218). If you don't have any of these items yet, go and get them first.

Monsters appearing here are vulnerable to attacks from weapons without attributes. Equip Cress with "Excalibur" and Chester with "Elven Bow" (after enhancement) to make them the main force in battles. For the remaining members, Arche and Mint are good choices. Make sure these two are equipped with "Misty Symbols".

Light the lights as instructed.

The room with "CHECK" is completely dark, but it occasionally brightens for a moment. Look carefully inside the room and examine the only place that is lit up to find the phrase "Red light illuminates the darkness." This means you need to light the "Red Lantern" here. Using the item as instructed will open the door above CHECK1, allowing you to proceed. CHECK2 says "Purple light illuminates the darkness," and CHECK3 says "And white light illuminates the darkness." Light the "Blue Candle" at CHECK2 and the "Green Torch" at CHECK3 respectively to mix the colors and create the light of the instructed color.

Let's create the light. Note that the three primary colors of color and the three primary colors of light are different. The three primary colors of color are red, blue, and yellow, and when mixed together, they become black. The three primary colors of light are red, green, and blue, and when mixed together, they become white/transparent.

Learn Ninjutsu - Jiraiya

Only when Suzu is in your party, a ninja will be in the back of the map with CHECK3, and you can buy Ninjutsu - Jiraiya for 54 000 Gald. The monsters that appear in this cave have a lot of G ald, so you should be able to pay this amount easily.

Time is indicated by the angle of the shadow

The stone tablet at CHECK4 reads, "Ignite the fire at 4: 48." There are two light sources to the right of the stone tablet, so stand between them and fire the "Sorcerer's R ing" when the shadow appears to be at 4:48. You can sh oot in either direction. If you shoot from the correct posi tion, the door to the right of CHECK4 will open.

Time Stop for Stormriders

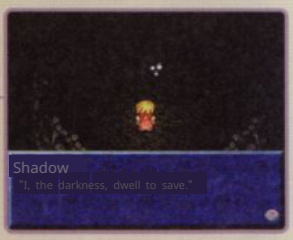
Stormriders that appear on the map above CHECK 4 are formidable enemies who cast spells at incredi ble speed. Moreover, they teleport, often creating di stance in an instant and unleashing a barrage of sp ells, leading to total annihilation. If you encounter a party with Stormriders, immediately use Time Stop to halt their movements and defeat them.

Meaning of "Think with your head"

In the CHECK5 room, the phrase "Do not read the sente nce. Think with your head," written on the rightmost stone tablet, is a hint for progressing. "Think with your head" m eans to read only the first character of each word separat ed by commas in the sentences written on the first to thir d stone tablets from the left. This results in "Light the bott om right and top left lights and wait on the circle for 30 s econds." As instructed, step on the bottom right and top l eft panels to light the lights, then wait on the circle in the center for 30 seconds to open the door above the room.

Contracting with Shadow

If you go to CHECK6 with the "Amethyst," you can make a contract with the Summoning Art, S hadow. This clears the dungeon, but on the way back to the entrance, the doors above CHECK2 and CHECK are closed. To open these, you need to extinguish the "Green Torch" and "Blue Cand le" in their respective locations.



Storm Rider: A formidable foe who wields the strongest fire and water spells, Explode and Tidal Wa ve, and further inflicts paralysis and petrification with special attacks. Its defining characteristic is th e overwhelmingly fast casting time of approximately 1 second for spells.

C O L U M N

From the second playthrough onwards

Play

Saving After Clearing the Game

After clearing Future Daos Castle and watching the ending, you will be asked if you want to save the clear data. If you select "Yes", a star mark will be added to the save file, and starting the game with that data will allow you to play a New Game Plus.

The star mark above the playtime indicates that it has been cleared once. By the way, this mark doesn't increase no matter how many times you do.

Features of New Game Plus

In the second playthrough, you can carry over the data from the collector's encyclopedia and monster encyclopedia from the first playthrough, making it easier to complete the encyclopedia. Also, you can choose Mania, a more difficult combat rank than Hard.

From the second playthrough onwards, you can carry over the monster and collector's encyclopedia. If you recruit Claus with the encyclopedia completed, he will have a unique title.

C O L U M N

Sound Mode Secret

More music and voices to listen to

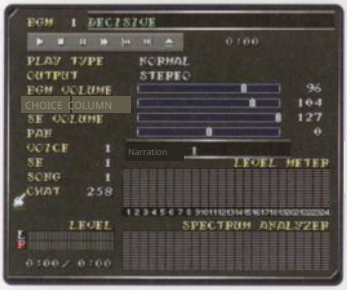
Sound Mode allows you to freely listen to character voices and in-game music. By viewing the ending, saving, and then loading that data, the number of songs you can listen to increases significantly.

To load data, first select Continue...

Simply check the slot containing the data you want.

Includes Face Chat dialogue!

On the World Map, pressing the Select button allows you to enjoy various conversations via Face Chat. Some Face Chat conversations only occur if specific conditions are met, making it very difficult to hear them all. However, meeting the conditions on the left will cause a "CHAT" item to appear under "SONG", allowing you to listen to all Face Chat conversations. Even conversations that can only be heard once in the game can be listened to as many times as you like with this.



There are a total of 258 types of Face Chat conversations. All You can ask in "CHAT".

SYSTEM EX

System EX

BATTLE

Combat

Types of Basic Techniques

There are a total of 8 basic techniques that can be performed without consuming TP. The execution methods for each technique are shown in the table on the right. However, not all characters can use all techniques; in particular, Mint, Claus, and Arche have extremely limited usable techniques. Also, only Cress and Suzu can perform continuous attacks by inputting additional button presses after executing certain attacks.

●Basic Technique Commands

Type	Command
Slash	◉
Thrust	↓+◉
Aerial Attack	↑ + 0 Dash Slash
Dash Thrust	from a distance from the enemy ◉
↓ + Aerial Jump	from a distance from the enemy ◉
+ Jump Slash	from a distance from the enemy ↑◉
Jump Thrust	during Dash of Dash Slash ◉
During Dash of Dash Thrust	◉

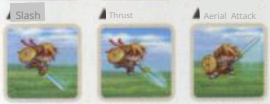
※Commands are for when operating in semi-auto mode

Basic Techniques List by Character

Kress

[Weapon]

Slash　Thrust　Aerial Attack



▲Jump Slash ▲Jump Thrust

The jump aerial dash slash uses the same motion as a slash, and the dash thrust uses the same motion as a thrust. Furthermore, in Cress's case, it is possible to link to a thrust by pressing a button during the slash motion. Similarly, a thrust can be linked to an aerial attack, and an aerial attack can be linked to a small jump slash.

Chester

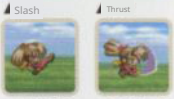
Slash　Thrust　Aerial Attack

▲Jump Slash ▲Jump Aerial

The arrows fired from slashes and aerial attacks change their firing angle depending on the enemy's position. With semi-auto controls, you won't dash unless you press ↓+, so you can't perform a jump aerial unless you use manual controls (see P288). Other than slashes and aerial attacks, the weapon's attack power is not added, so the power is low.

Suzu

Slash　Thrust



▲Aerial Attack　Jump Overhead

Thrust throws a shuriken taken from the chest. Compared to Chester's arrows, the range is shorter, and when Thrust is used from a long distance during semi-automatic operation, he closes the distance with a dash before throwing the shuriken. Like Cress, Suzu can perform up to 3 consecutive attacks from Slash and Overhead attacks respectively.

[No Weapon]

Slash　Aerial Attack

▲Jump Slash ▲Jump Aerial

Unlike other characters, only Cress can fight without a weapon. In this case, there is no distinction between Slash and Thrust, and it becomes a front kick on the ground and a flying kick in the air. However, in this state, not only does the attack power decrease, but it is also impossible to perform continuous attacks.

Mint

▲Mint is not good at close combat using aerial attack weapons. She cannot perform jump attacks at all. She can perform dash attacks, but Mint's dash speed is slower than other characters, so there is little difference between performing a dash attack and simply walking up and attacking.

Klaus

Slash　Aerial Attack

Like Mint, Claus is not good at attacking with weapons. When using slash and aerial attacks against enemies of the same size as Cress and the others at close range, they may hit twice in rare cases, but it is unlikely to be useful. Although not as slow as Mint, his movement and dash speed are slow.

Arche

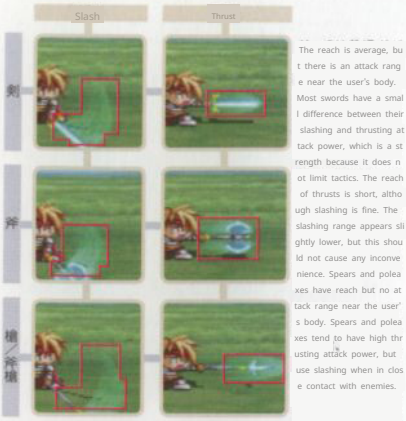
Slash

Archer's semi-auto mode operates the same as manual. Furthermore, because she flies on a boom, unlike other characters, she can change her flight altitude using the up and down direction keys. When controlled by the player, a useful tactic is to use spells from a height where enemy attacks cannot reach.

※The articles and data published in System EX are based on research by the editorial department.

Changes in Attack Range Based on Weapon

When Cress and Chester change weapons, the weapon's graphic during battle also changes accordingly. Furthermore, Cress's attack range changes subtly depending on the weapon he uses. This range is set for each weapon and can be classified into three types: swords, axes, and spears/poleaxes. The approximate attack range is as shown in the diagram on the right. If you only look at the reach, spears and poleaxes are the best, followed by swords. Axes have the shortest reach. However, on the other hand, spears and poleaxes do not have an attack range near the user's body, so depending on the size of the enemy, thrust attacks may not hit if they get too close.


Slash
Thrust
剣
斧
槍ノ弓矢
The reach is average, but there is an attack range near the user's body. Most swords have a small difference between their slashing and thrusting attack power, which is a strength because it does not limit tactics. The reach of thrusts is short, although slashing is fine. The slashing range appears slightly lower, but this should not cause any inconvenience. Spears and poleaxes have reach but no attack range near the user's body. Spears and poleaxes tend to have high thrusting attack power, but use slashing when in close contact with enemies.

About Battle Rank

There are three battle ranks selectable from the custom menu screen: Normal and Hard, which are available from the start, and Mania, which becomes available when using cleared game data. Changing the battle rank makes enemies stronger, allowing you to enjoy more challenging battles. The only other benefit of raising the rank is that you can obtain the Berserk title (see P250).

Specifically, the battle rank changes the enemy's HP, attack power, accuracy, and TP. The techniques they use and their behavior patterns do not change. See the right for how much the parameters change. This is expressed as a rate of change based on the parameters in Normal mode. Also, only in Mania mode, TP is no longer restored at the end of battle.

Enemy Parameter Changes Based on Rank

Changing the battle rank also changes the parameters in the monster encyclopedia.

Formation and Channeling

The numbers displayed in the parameter section during the formation command represent the corresponding controllers. If you equip characters in positions 2-4 with "Channeling" and switch the control method by pressing the select button on the corresponding controller 2-4 in the menu screen's special skills or during battle, you can control that character. Items and spells can be used in the same way as in single-player mode. Also, in "Tales of Destiny," only the protagonist Stan could be controlled with the controller, but this time, other characters can also be controlled if they are changed to position 1.

If you want to control Chester with controller 2, press the down direction key on the formation screen to swap party members and place Chester in this position.

To manually control characters with controllers 2-4, equip them with either the "Technical Ring" or "Combo Command".

Manual Operation

Equipping the "Technical Ring" or "Combo Command" allows you to select manual operation in the control settings. Manual operation is characterized by the ability to perform techniques in place without dashing to approach enemies, and the ability to dash and jump at will. While some practice is required to freely control the character with manual operation, the ability to dash through enemies and perform jump attacks consecutively are two very powerful advantages. It's worth trying at least once. As an exception, equipping the "Dash Ring" allows you to dash with the right controls even in semi-automatic operation.

Mastery Rate and Mystic Artes

Other than Cress's Meikū Zanki-ken (冥空斬期剣), his mystic artes are composed of combinations of two special artes. While the mystic artes themselves can be learned through various events (see P244), to actually use the technique, the proficiency rate of both special artes that make up the mystic arte must be mastered (100 percent). The proficiency rate increases by 1 percent each time the special arte is used. Whether you defeat an enemy or miss with the technique has no effect on the proficiency rate. Don't be stingy with TP, use special artes, and raise the proficiency rate quickly.

Experience Points and Gald Obtained

The experience points obtained during battle are added equally to characters who did not participate in the battle. The accessories "Dark Seal" and "Demon's Seal," which increase the experience points obtained, are only effective for characters who have equipped these items and participated in the battle. These items are also effective in the Grim Reaper Deal (see P234) sub-event, but be aware that they have no effect on characters placed in the formation in a position where they do not participate in battle.

The Gald obtained at the end of battle can be increased by equipping "Sephira" or "Blue Sephira." However, the effect only applies to the Gald obtained from enemies defeated by the character who has equipped these items. Equipping them on characters who do not participate in battle is completely meaningless.

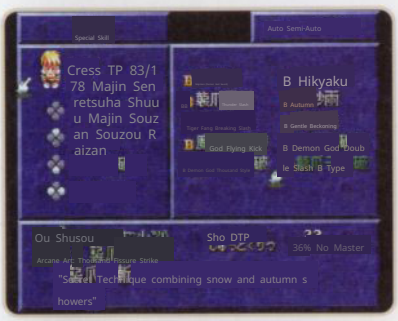
Special Actions During Manual Operation

Jump (or including or

According to the manual, Cress, Chester, and Suzu can easily jump using only the directional keys. While it becomes more difficult to execute their [illegible] skills and aerial attacks, the advantage of being able to easily perform jump attacks more than compensates for this.

Dash (or

Unlike when using semi-automatic control, you can pass right through enemies. Furthermore, you can dash in the opposite direction of enemies. Dash attacks can be performed by inputting the slash, thrust, or aerial attack commands while dashing.


Special Skill
Auto Semi-Auto
Cress TP 83/178 Majin Sen retsuha Shuu u Majin Souzan Souzou Raizan
B Hikyaku
B Autumn
B Gentle Beckoning
God Flying Kick
B Demon God Double Slash B Type
Ou Shusou
Arcane Art: Thousand Fissure Strike
Sho DTP
36% No Master
"Sacred Technique combining snow and autumn showers"

There are a total of 11 special moves with acquisition rates. The acquisition rates of ultimate skills and special moves, as well as the special moves that constitute the ultimate skills, can be confirmed on the skill selection screen.

In "Tales of Destiny," it was only effective for experience points from defeated enemies, but this time it also increases combo experience.

"Sephira" and "Blue Sephira" are, to Mint, almost meaningless.

About Skill Canceling

When you perform a slash or thrust, there is a brief period of immobility called 'rigidity time.' If you execute a special move with good timing during this period, you can eliminate the rigidity time and execute the next attack. This is called skill canceling. It is only possible for Cress, Chester, and Suzu, and special moves can be canceled with other special moves or mystic artes. Using this technique, there is almost no gap between skills, which makes it difficult for the enemy to counterattack. Whether or not a cancel is possible depends on the priority of the skill (see the table on the right), and a skill with a lower priority can only be canceled by a skill with a higher priority. For example, a skill with priority B can be canceled by skills with priorities C and D, but cannot be canceled by basic skills or skills with priorities A or B. Skill canceling can be performed continuously as long as you have TP, so you can even do something like Basic Skill cancel A cancel D. The priority of each skill can be found in the type section of the special skill data on page 297 and later.

Aerial attacks can cancel landing recovery. Of the basic techniques, only the Suzutsuki (Shuriken) cannot be canceled.

Move Priority

Type	Priority: High	Main Skills
DType		Sakugeki Buakken: Cress's mystic artes in general, including Meiku Zanshouken, Samidare Gou Shourai, Daiga, Manjushage Kogaha Zansan, Guren, Raiden, and all artes that can be executed without consuming TP.
CType		
BType A		
Basic Skills	Low	

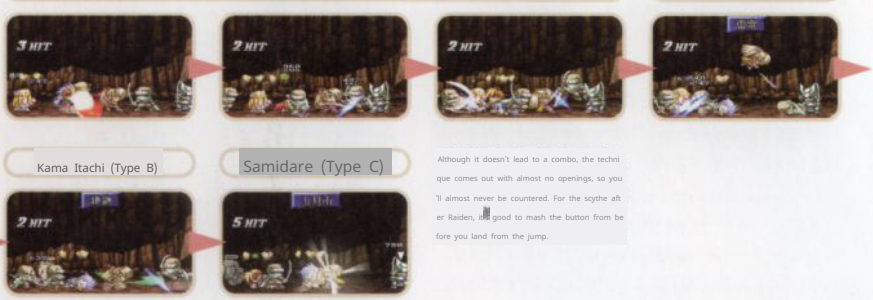
Example 1: In Cress's case

Slash → Kogaha Zansan (Type A) → Majin Hienkyaku (Type C)

The most basic cancel flow: basic technique → special move → secret art. It's easier to execute the commands by mashing the buttons rather than trying to time the button presses.

Example 2: In the case of Suzu

Slash x3 → Raiden (Type A) → Kama Itachi (Type B) → Samidare (Type C)



Although it doesn't lead to a combo, the technique comes out with almost no openings, so you'll almost never be countered. For the scythe after Raiden, it's good to mash the button from before you land from the jump.

COMBO

Conditions for a combo to occur

After obtaining the "Combo Counter," turn on the combo display in the menu screen's custom settings to receive bonus experience points based on the maximum number of combos achieved in each battle. To execute a combo, you must hit the enemy again while they are recoiling from an attack. If the enemy guards your attack, the combo will be interrupted. Attacks that do not damage the enemy will not increase the combo count, but the combo will continue. For example, if you use Hien Renkyaku against a Frost King and use Touga between the first and second hits to recover the enemy's HP, the hit from Touga will not be counted, so only the 3 from Hien Renkyaku will be the combo count.

By the way, the upper limit of the combo is prepared up to 999,999,999. However, the maximum experience points you can get is 100,000, and it doesn't change after 316 hits.

Note that not only counterattacks but also attacks that are too weak to deal damage will not be counted in the combo count.

Notes on aiming for combos

Start by looking for an enemy that's easy to combo on. Ideally, you want an enemy that meets the following conditions: high HP, a weight (see P328) of 3 or less, no invalidatable attributes, and is reasonably large. G-Squids that appear in the Future Erodent Lair, Frost Kings in the Ice Cave, Mantas in the Lower Moria Mines, and Bigfoots are recommended.

Once you've decided on an enemy, change your equipment and formation. Equip a weapon with an attribute that the enemy can't invalidate and that has a low enough attack power to deal damage without defeating them. The basic formation is to keep your party members close to the character you're controlling. When the battle starts, defeat the other enemies while avoiding damaging the enemy you're trying to combo. Then, corner the combo target at the edge of the screen with Lion's Roar or a similar move, and change everyone's tactics to "Protect Yourself" to complete the preparation. An easy combo is to alternate between moves that launch the enemy into the air and moves that knock them down. However, with moves like Lion's Roar that knock the enemy down for a long time, the enemy becomes invulnerable to physical attacks while downed, so the move you use immediately after needs to be a spell from Kratos or Arche. Registering the spell as a shortcut and holding down the button allows you to easily execute the combo by taking advantage of the fact that the spell won't activate until you release the button, even after the incantation is complete.

Choose Your Opponent

It's best to avoid using this on enemies weighing 4 or more, as they become immune to being launched or knocked down. The more HP they have, the harder they are to kill, allowing you to rack up more combos. If the enemy has a healing attribute like a manta ray, you can heal them while continuing the combo, potentially reaching around 1000 hits.

Easy to cast

Change equipment/formation

At lower levels, you need to pay attention to accuracy. If the enemy is defending against your attacks, use "Manji Seal" to increase your hit rate. Furthermore, if you plan to incorporate spells into combos, equipping "Mystic Symbol" can compensate for some command input lag.

Perform a combo

Once you're ready, all that's left is to execute the combo. Focus your attacks on weaker enemies first to take them down, then set up a situation where you can aim for a combo. If you're not used to it, it's a good idea to try combos that can be executed by 1-2 characters. New X3 Manjushage or Akisame → Sylph is easy and recommended.

Example Combo Collection

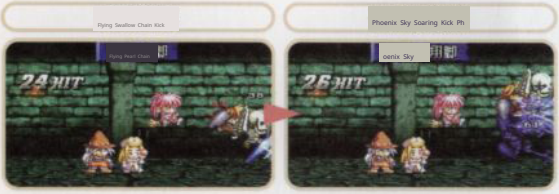
Here, we will introduce specific examples of combos. All of the combos introduced can be looped until TP runs out. If TP decreases, have a character not participating in the combo use an item to recover it. All combos are performed at the edge of the screen, but depending on the level and equipment, the combo may not work properly.

Do not use. This also applies to moves that launch enemies. Even if it hits, the enemy will only flinch and not fall. A move that causes a knockdown will not deal damage to downed enemies.

Character used: Suzu

If only the first hit of Suzu's aerial attack connects, the enemy will float and then fall, allowing for this kind of combo. It only works on enemies with a large vertical hitbox while downed, making it very impractical.

Character used: Kress



It only works on enemies weighing 2 or less and when all hits of the Flying Swallow Combo connect. Execute Phoenix Skyward Kick from the Flying Swallow Combo via a cancel. The Flying Swallow Combo after the Phoenix Skyward Kick must be executed quickly to maintain the combo.

Characters used: Cress/Kratos

Sylph is activated when the 10th hit of Shūsōu (Autumn Sand Shower) hits, causing the enemy to float, and then activates as they fall. If you don't have "Mystic Symbol", start chanting the spell the instant Cress finishes shouting "Shūsōu".

Usable Characters: Cress/Chester

This is a variation of the Sylph combo above, replacing Sylph with Gouten. The timing for firing Gouten is the moment the 10th hit of Akisa-ame connects. To prevent Gouten from missing, position Chester directly behind Cress beforehand.

Usable characters: Cress/Kratos

Slash → Thrust (Cress)

Tiger Fang Cleaver (Cress)

Efreet (Kratos)

Assault Claw Thousand Rending (Cress) Scale C

Undine (Kratos)

The condition is to equip Kratos with the 'Mystic Symbol'. If the last hit of Kogaha-shouzan is a critical hit, the enemy will be slammed to the ground, and Shusou-senretsu-ha will be

It doesn't hit continuously. To prevent that, I'm using Ifrit to return the enemy to a normal stagger. The timing is tight, so cast the spell from a standby state.

Characters Used: Cress / Arche / Chester

Slash → Thrust (Cress)

Lion's Roar (Cress)

Stone Blast (Arche)

Gale (Chester)

Equip Arche with the "Misty Symbol." Then, cancel the Slash -> Thrust combo and execute Lion's Roar, simultaneously starting the chant for Stone Blast. The spell will hit the opponent while they are down from Lion's Roar. Input Gale immediately after Lion's Roar ends. If the enemy recovers with fire or water attributes, changing Gale to Crimson Flare or Frigid Fang will further increase the combo count.

Usable Characters: Cress / Suzu / Chester

Slash x3 (Suzu)

Slash → Thrust (Cress)

Slash (Chester)

A combo that consumes no TP. However, it requires 3 players, so 3 controllers and a multitap are necessary. After Suzu's 3 slashes, hit Kress's slash → thrust and Chester's attack simultaneously as the enemy falls.

By selecting the enemy and adjusting the attributes and attack power of your allies' weapons, you can create an infinite combo.

Characters Used: Cress / Arche / Suzu

Slash → Thrust (Cress)

Shuusou Raizan (Cless)

Indignation (Arche)

Assault Claw Thunder Slash (Cress) Thund

er Slash

Thunderclap (Suzu)

Position Suzu right behind Cress before starting the combo. The Demon Fang F lash to Demon Fang Flash Break combo can fail if the timing is off, but casting a s pell immediately after Demon Fang Flash makes it easier to connect the combo.

For Lightning Blade, select the skill immediately after the last hit of Demon Fang Flash Break co nnects to hit the enemy with good timing.

Usable Characters: Cress / Klarth / Suzu

Slash → Thrust (Cress)

Tiger Fang Cleaver (Cress)

Pluto (Kratos)

Gou Shorai (Kress)

Phoenix Blast (Cress)

Pluto (Kratos)

Satsugeki Bu Kouken (Cress)

Samidare (Suzu)

Depending on how many hits you land with the Satsug eki Bu Kouken, you can almost certainly rack up 100 hits i n one loop. Because its power is extremely high, most en emies will die partway through unless you raise the battle rank. The first Pluto should be attacked immediately after the last hit of Koga Hazan, and the second

The first Pluto is activated during the Akisa rain part of the Houou Senretsuha. Rather than hit ting the entire Satsugeki Bu Kouken, stopping t he additional command at ○+ or is easier to c onnect to the next Samidare. You can use Plut o again during the Satsugeki Bu Kouken.

COOKING

Cooking

How Cooking Proficiency Increases

Each character has their own strengths and weaknesses, and th e rate at which proficiency increases varies depending on the dish. The numbers in the table below represent the number of times a dish needs to be cooked to reach the next proficiency level. For example, Chester needs to make hamburgers a total of 4 times to reach proficiency level 1, and 17 times to reach proficiency level 5 . Failed dishes are not counted. The effect of failing a dish is rand omly selected from the table on the right.

Dishes	Kress	Chester	Mint	Class 2.	Arche	Suzu
Hamburger O	4. 8. 12. 16. 20	4. 7. 10. 14. 17	2. 4. 6. 8. 10	3.4. 5.72.4.6.	10. 20. 30. 40. 50	2. 4. 6. 8. 10
nigiri	4. 7. 10. 14. 17	3. 5. 8. 10. 13	2. 4. 6. 8. 10	8. 102.4.6.8.102.	7. 14. 20. 27. 34	1. 2. 3. 4. 5
Rolled Cabbage C	4. 8. 12. 16. 20	3. 5. 8. 10. 13	2. 4. 6. 8. 10	4. 6. 8. 102.4.6.	5. 10. 15. 20. 25	2. 4. 6. 8. 10
hawanmushi S	3. 5. 8. 10. 13	2. 4. 6. 8. 10	2. 4. 6. 8. 10	8. 102.4.6. 8. 1	5. 10. 15. 20. 25	2. 4. 6. 8. 10
ushi	4. 7. 10. 14. 17	2. 4. 6. 8. 10	2. 4. 6. 8. 10	02.4.6.8.103.5.	5. 10. 15. 20. 25	1. 2. 3. 4. 5
Cheeseburger	4. 8. 12. 16. 20	3. 5. 8. 10. 13	2. 4. 6. 8. 10	8. 10. 132.4.6.	5. 10. 15. 20. 25	2. 4. 6. 8. 10
French Toast	4. 8. 12. 16. 20	4. 7. 10. 14. 17	3. 5. 8. 10. 13	8. 102.4.6. 8. 1	5. 10. 15. 20. 25	3. 5. 8. 10. 13
Sandwich	4. 8. 12. 16. 20	3. 6. 9. 12. 15	3. 5. 8. 10. 13	04.7. 10. 14. 172	5. 10. 15. 20. 25	2. 4. 6. 8. 10
Neapolitan pasta	4. 8. 12. 16. 20	3. 5. 8. 10. 13	3. 5. 8. 10. 13	.4.5.7.92.4.5.7.92.	5. 10. 15. 20. 25	2. 4. 6. 8. 10
Poêlé	4. 7. 10. 14. 17	3. 5. 8. 10. 13	3. 5. 8. 10. 13	.4.6.8.102.4.6. 8.	5. 10. 15. 20. 25	3. 5. 8. 10. 13
Fruit juice	5. 10. 15. 20. 25	4. 7. 10. 14. 17	4. 7. 10. 14. 17	103.5. 8. 10. 132.	3. 5. 8. 10. 13	2. 3. 4. 6. 7
Sashimi	3. 5. 8. 10. 13	2. 4. 6. 8. 10	4. 7. 10. 14. 17	4.6.8.102.4.6.8	5. 10. 15. 20. 25	1. 2. 3. 4. 5
[illegible]	3. 5. 8. 10. 13	3. 5. 8. 10. 13	2. 4. 6. 8. 10	.103.5.8. 10. 1	5. 10. 15. 20. 25	1. 2. 3. 4. 5
Steak	4. 7. 10. 14. 17	3. 5. 8. 10. 13	3. 5. 8. 10. 13	34.7. 10. 14. 17	5. 10. 15. 20. 25	2. 4. 6. 8. 10
Pescatore	4. 7. 10. 14. 17	3. 5. 8. 10. 13	2. 4. 6. 8. 10	2.4.6.8.104. 8.	5. 10. 15. 20. 25	2. 3. 4. 6. 7
Gratin	3. 6. 9. 12. 15	3. 6. 9. 12. 15	3. 5. 8. 10. 13	12. 16. 203.6.9. 1	5. 10. 15. 20. 25	3. 5. 8. 10. 13
Meat hot pot	4. 7. 10. 14. 17	3. 5. 8. 10. 13	3. 5. 8. 10. 13	2. 153.6.9. 12.	5. 10. 15. 20. 25	2. 3. 4. 6. 7
Fish pot	3. 6. 9. 12. 15	3. 5. 8. 10. 13	3. 5. 8. 10. 13	15	5. 10. 15. 20. 25	2. 3. 4. 6. 7
Beef stew, frui	3. 6. 9. 12. 15	3. 6. 9. 12. 15	3. 5. 8. 10. 13		5. 10. 15. 20. 25	3. 5. 8. 10. 13
t parfait, curry rice, fruit puri ch, vegetable s	4. 8. 12. 16. 20	4. 8. 12. 16. 20	4. 7. 10. 14. 17		3. 5. 8. 10. 13	2. 4. 6. 8. 10
alad, hashed b	3. 5. 8. 10. 13	3. 5. 8. 10. 13	2. 4. 6. 8. 10		7. 14. 20. 27. 34	4. 8. 12. 16. 20
eef rice, miso oden	5. 10. 15. 20. 25	5. 10. 15. 20. 25	4. 8. 12. 16. 20		3. 5. 8. 10. 13	3. 6. 9. 12. 15
	4. 8. 12. 16. 20	4. 7. 10. 14. 17	3. 6. 9. 12. 15		4. 8. 12. 16. 20	2. 4. 6. 8. 10
	4. 7. 10. 14. 17	3. 6. 9. 12. 15	3. 6. 9. 12. 15		5. 10. 15. 20. 25	2. 4. 6. 8. 10
	1	1	1	1	1	1

※If you cook the dish the number of times indicated by the red number, your proficiency will reach the maximum of 5.

- All effects when a dish fails: Recover 1% HP f
- or all party members
- Recovers 1% HP & 1% TP for all allies
- Recovers 5% HP for all allies
- Recovers 5% TP for all allies
- Recovers 20% HP & 5% TP for all allies
- Recovers 1% HP & 10% TP for all allies
- Recovers 100% HP
- Poison All Cures paralysis, petrification, and incapacitation

PICTORIAL BOOK

Guide

Conditions for registering items and monsters

The Monster Guide registers a monster's nam e and values such as HP and TP when you enco unter an enemy. Defense and attack attributes a re not registered unless you use "Spectacles" on that monster. Dropped and stolen items are regi stered only when they are actually obtained from that enemy. See map攻略 of P31224, P235.

The guide will be completed if you fight the monsters whose name s are written in red in the sub-events of 239~241, and the enemies t hat only appear on the world map in the table on the right page, i n the secret events of P253~283.

The Collector's Encyclopedia records items once y ou've obtained them at least once. The right page li sts items that basically have only one acquisition loc ation, as well as uncertain items that can't be identi fied solely from the Collector's Encyclopedia display, so we hope it helps you complete the encyclopedia.

Enemies that only appear on the world map and their main locations

Era	Number	Monster	Main locations
	107	Dingo	Euclid 大陸
Past	12	Archer V	Midgards 大陸北部
	22	ulture Sid	Venice Continent
	70	ewinder Jackal	, Playland West, E
	77		uclid, Midg d, et
	81	Shaman	c. 大陸中部
96	Snow Pantry		
	109	Dessert King	Midgards Great W
	110	Dessert Fly W	olf, such as Freyla
	180	hite Bear	nd West, Freyland,
	207	Red Pudding	etc., Midgards Gr
208	Red Rover		eat, Midgards Gre
	216	G. Scorpion	at Wolf, Midgards Great etc.
			Playland West, etc.
Future	7	Apache Doctor	Midgardschir 大陸中部
	44	Karkars	m Early Gre
	64	Cockatrice	at Freiland Ve
	89	Scavenger Sco	nice Great, etc., Midga
	90	ut	rdschirm Great
	108	Timberwolf	etc.
	109	Dessert King	Frayland
	110	Dessert Fly D	Frey Land Fr
	111	eath Stalker D	ey Land Art
	115	oom Toad Bl	Great Midg
	153	ack Slime Blue	rd Great
	163	Roper Frost B	gard Great
	168	unny Hellhoun	Midgard Gre
	173	d	at Arly Great
	179	Boggart	etc.
	183	Polar Bear	Midgards Great on, etc.

List of items that can be obtained arbitrarily from a single location

Item Name	Location	参照
B-Line Shield	Eye Freed's Treasure	P256
H-Gauntlet	Ayfreed's Tre	P256
R Line Shield S-	asure	P256
D	Sub-event	P241
Aquadingun Uts	12星座の墓	P114
ushimi Ship Ex	Ninja Village	P214
calibur Elven B		P268
ow	Sub-event	P234
Elven Bow (Reinforced)	of Trent	P258
Kannazuki	Moria Mi shita	P268
Girl Fragment	Vault's	P162
Gungnir Green	Sub-event	P233
Torch Common	Eye Freed's Treasure	P256
Document	Ayfriede's	P254
Combo Counter	Moria Mines	P92
Golden Helm	Eye Freed's Treasure	P256
Gold Armor Sac	Moria Railway Lower	P268
red Lumber Syl	Trent Depths	P258
ph Bloom Scou	Vault Dissipation	P162
t Opsephila		P268
	Eye Freed's Treasure	P256
Ticket	Sub-event	P233
Drum Set N		P223
ightmare Boots	Lower Moria T	P268
Tokyo Car	unnels Moria	P268
rot Black Lily C	Side Event	P236
arrot Bamboo		P268
Basket Mother	Sub-event	P234
s Gloves Blue	Alfreed's Wealth	P256
Candle Blue Se	(Summer) Sephira	–
phira	Moria Railway Lower	P268
Persian Boots	Sub-event	P228
White Glove	Sub-event Ic	P226
Mascot	e Cave	P174
Misa Requiem	Moria	P92
Misty Bloom	Sub-event	P235
Muramasa		P268
Red Lantern	Eye Freed's Treasure	P256
Rosania's Dress	Loan Valley (Future)	P218
Amethyst		P280
Emerald	Cave of Essence (Future)	P222
Sapphire		

Unidentified Items and Main Acquisition Locations

The table below is arranged in the same order as when the Collector's Encyclopedia is sorted by "Type." The upper row of each item shows the item name and the item afte r transformation, and the lower row shows the main acquisition location of that item. F or example, immediately below "Ivory" is "?SWORD," which transforms into "Slayer Swor d," and can be obtained from Dragonewts or the Cave of Past Spirits.

Ivory	SWORD (Long Sword) Ice Golem, Moria Railway	?SWORD (Fame Face) Meier, Sub -event (P230)
?SWORD (Slayer Sword) Drago newt Essence	?SWORD (Moon Falx) Doom Gu ard, Sub-event (P231)SWORD Fl	?SWORD (Holy Sword) Evil Sword, Gold Dragon
SWORD (Dragon Tooth) Dr agon Tooth	are Baselard) Balrog	?SWORD (Ice Coffin) Ice Golem, Moria Mines
SWORD (Duel Sword) Sakon Ifreed s Treasure	?SWORD (Luck Blade) 12 (Summer) Aifreed	?SWORD (Wazir Rapier) Dhaos (Fu ture) Forest of Trent
?SWORD (Saint Rapier) Kiyo masa Trent's	SWORD (Doom Blade) Surrounding forest Trent Forest	?SWORD (Excalibur) Underneath M oria Railroad
?SPEAR (Arc Wind) Black K night, Trent Forest Part	?AXE (Strike Axe) Thunder Dragon Bloom (Past)?BOW (	?AXE (Bahamut Tear) Depth s of Treht, Lower Moria
?AXESPR (Saint Halberd) Ifrit's Trent Forest Section	Self Bow L) Scout, Sub-ev ent (P230?BOW (Sand	Mines?BOW (Aqua Spread) A qua Dragon (Future)?B
?BOW (Flare Spread) Vul can, Sub-event (P230)?B W (Merciless Bow)	Spread) Scout Ranger	OW (Gale Spread) Arch De mon, Ice Cave?ROD (Rod) Sorceris,
?ROD (Rune Staff) Sorcer is Moria Mines (Past)	?BOW (Berserk Arrow) Beast Master. Trent's?ROD (Star Mace) Daos' Cast le (Future) Trent's	Forest of Trent ?BOOK (Pin-up Mug) Gnome,
?BOOK (Yellow Kings) Demeter	?BOOK (Labor Ionis) Undine, West ern Isolated Island	?BOOK (Mist Seven Sun) Surrounding forest Trent Forest
?BOOK (Misa Requiem)	?BOOK (True Magic) Daos Castle (Future)	?CLOTH (Starcloak) Ice Flame
?CLOTH (Mithril Mesh) Moria , Sub-event (P231)	?ARMOR(Leather Armor) Morlia	?ARMOR (Reflex) Moria L ower
ARMOR (Mam Bane) Dhaos' Castle (Future), Forest of Trent area	?ARMOR(Gold Armor) Morlia	?HELMET (Leather Helm) Lower Moria Mines
?HELMET (Duel Helm)	?HELMET (Star Helm) Daos Castl e (Future) Trent Forest	?BELET (Star Belet)
?SPEAR (Corsesca) Black K night	?AXE (Battle Axe) Thu nder Dragon	?BOW (Crescent Arrow) Stor m Rider

FACE CHAT

Conditions for Dialogue Changes

Pressing the select button on the field starts par ty conversations and face chats. The content of f ace chats changes as the game progresses, but m any lines can only be heard under specific conditio ns. Some face chats won't occur unless you've hea rd certain other face chats. The table below highlig hts face chats with strict occurrence conditions or i nteresting conversations, along with their occurrenc e conditions and a brief summary of their content. If a condition item has an asterisk (*), it means yo u must view the face chat with the same symbol i n the content item for it to occur.

The facial expressions of the char acters in the face window are sur prisingly varied, ranging from ser ious to smiling, angry, and embarrassed.

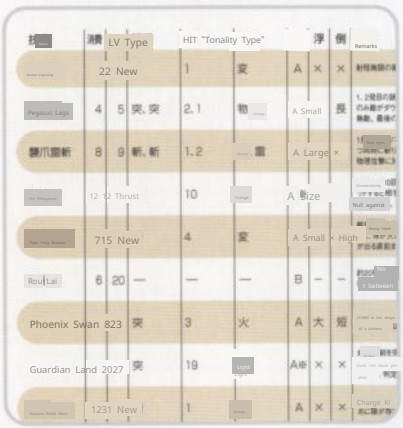
In certain face chats, y ou can obtain titles (s ee P250). Be sure not to miss them.

Timing	Condition	Characters: C	Content
From when Arche joins the party until reaching the	None	ress, Mint	Kress' A
Until defeating the main Daos in the past	Switching while the previously pressing Dhaos from the past	Cress, Arche	Arguing over whose turn it is to push the button
From resurrecting Yggdrasil to going to Thor	There's a debt Venezia	Cress, Mint, Claus, Arche	The story of going for (N)
After setting the future	Listening to A	Chester Arche	Chester's joke
No arrived yet until I talk to Harrison in Venice.	Be on the line	Cress, Arche	Arche asks Cress why the sky is blue B
• From talking to Harrison in Venice to signing with Volt	Listening to B	Chester Arche	Archer asks Chester why the sky is blue C
From being Volt to getting Rarebird	C Listening	Mint, Arche	Arche asks Mint why the sky is blue D
Since obtaining Rare Bird	Under contract with Asuka and located on the Arly Contin ent	Cless, Klaus, Arche	Tries to pay with Aska
Since obtaining Rare Bird	Has obtained the title of chef	Mint, Arche	Arche asks Mint to teach her how to cook E
Since obtaining Rare Bird	E listening to	Chester, Arche	arguing about
Since obtaining Rare Bird	I'm bad at sub-events, and I'm wa tchin	Kress, su	Talk about curry
Since obtaining Rare Bird	g the past where I didn't see Sakuraba's piano sub-event.	Cress, Mint, Claus	Talking about Sakuraba the Fifth
Since obtaining Rare Bird	Watching Sakuraba's piano sub-event in the past	Cress, Chester, Mint, Klarth	Talking about Sakuraba the Fifth
From obtaining the Rare Bird Until you obtain the "Eternal Sword"	Os is Watch the sub-event of here	Cress, Chester, Mint	Talk about Dhaos, whom you met in front of Yggdrasil
From obtaining the Rare Bird Until you obtain the "Eternal Sword"	Suzu is in the party	Chester, Suzu	Chester is talking to Suzu F
From obtaining the Rare Bird to speaking with R ungrom in Alvanista Castle	Listening to D	Klaus, Arche	Arche asks Klaus why the sky is blue G
Listening to Rune-Gloom in Alvanista Castle, From talking to getting the Ice Rock.	with Suzu as a party member.	Arche, Suzu	Arche asks Suzu why the sky is blue H
After obtaining the Sword of Rune and the Ice Rock Until you obtain the "Eternal Sword"	listening to	Cress, Arche	Arche asks Cress why it rains I
After obtaining the Eternal Sword From Alvanista's Rune Grom to Sunlade	Listening	Chester Arche	Archa asks Chester J
From "Eternal Sword Ac quisition" Arly's stay	F Listening	Chester, Suzu	Chester tells Suzu about Amy
Alvanista's Rune Grom and Arlie after talking Until staying at	listening to	Mint, Arche	Arche asks Mint... K
Arlie After staying at Until going to Dhaos' Castle	Listening to K	Klaus, Arche	Arche asks Klarth fo eason L
I've been to Future Dhaos.	listening to	Arche, Suzu	Suzu is talking to
I've been to Future Dhaos.	• Shadow learned	Cress, Chester, Mint, Klarth, Arche	Shadow Mimicry

Special Skill Data List

This section introduces data for all 105 types of skills that characters can use. T he skill data includes some special para meters not mentioned in the game, so be sure to read the legend below befor e looking at the table.

Explanation of Skill Data Table Items



●Technique Name: The name of the special skill.

●Consumption: TP consumed when using the technique.

●LV: The level at which the special skill is acquired. Only for Cress, Chester, and Mint.

●Type: Indicates which parameter, Slash or Thrust, the special skill uses. If there ar e multiple parameters, the judgment changes at the part separated by the HIT item. Only for Cress.

●HIT: Indicates the maximum number of times an attack judgment appears. For techniques where the type and attribute change midway, the values are separated at the changing parts.

●Attribute: Indicates the attribute of the technique. There are 10 types in total: those treated the same as attacks with weapons without attributes, those whose variations depend on th e weapon's attribute, and the addition of Plain, Water, Fire, Wind, Lightning, Light, and Darkness. If there are multiple attributes, the attribute changes in the sections separ ated by the HIT item.

●Type: Indicates which technique can be canceled by which techniqu e. The types are represented by four letters: A, B, C, and D. Priority increases from A to D, and techniques with lower pr iority can be canceled by techniques with higher priority, but exceptions are noted. Kress, Chester, and Suzu only.

●Float: Indicates whether the opponent floats when the technique hits. Small means a small fl oat, and large means a large float. X means no float.

●Down: Indicates whether the enemy falls when the technique hits. 'Short' indicates a sh ort fall, 'Long' indicates a long fall, and 'Blow' indicates the enemy falls while spin ning.

● Indicates whether the special skill can be used on the camp menu screen. ○ indicates usable, X indicates unusable. Mint only. Other characters do not have spe cial skills that can be used on the menu screen.

● Range: Indicates the spell's area of effect. Ally 1 affects one ally, Enemy 1 affects one enemy, All Allies af fects all allies, Narrow Area affects enemies in a horizontal area approximately one-third of the screen wide centered on the target (*1), Medium Area affects enemies across the entire scree n centered on the target, and Wide Area affects enemies in an area approximately 1.4 screens wide centered on the target. Additionally, Enemy Object spells fly towards the targeted enemy, but if another enemy is in the trajectory, that enemy will be hit instead. Mint, Claus, and Arche only.

● Casting Time: The time it takes from selecting the command to the spell being cast. As a rough guide, A is within 2.49 seconds, B is 2.5~2.99 seconds, C is 3.00~3.49 seconds, and D is 3.5 seconds or more. Mint, Claus, and Arc he only.

●Remarks: Describes the characteristics of the technique, the presence or absence of invincibility time, etc. Exceptional elements that cannot be classified in the above items are also explained here.

*1 One screen here refers to the combat screen zoomed in to its maximum extent.
*2 Special skill data is based on editorial research, except for some parts.

Kress

In the early stages, the three useful techniques are Assault Fang Lightning Slash, Autumn Sand Rain, and Tiger Fang Crushing Slash. Assault Fang Lightning Slash and Tiger Fang Crushing Slash are appealing because they can be used against enemies on the ground or in the air, and they also have high attack power. Autumn Sand Rain is difficult to hit aerial enemies and consumes a lot of TP, but it is useful for stopping enemies in their tracks. Use it to buy time for your back-line allies to cast spells. Phoenix Ascension, which has an attack range behind you, is good to use when surrounded by enemies. From the mid-game onward, the Lion's Warcry and the long-reaching Dimensional Slash become useful.

Ultimate skills are basically combinations of special moves, so if the original special move is strong, the ultimate skill will inevitably be strong. Recommended is Assault Fang Thousand Rending, which has a fast attack startup, stops enemies in their tracks, and can be used in combos. Ultimate skills involving Phoenix Ascension are slow to start and difficult to use, but only Phoenix Ascension Flying Kick has a fast attack startup and can be used as an escape method when surrounded by enemies. Space-Time Severing Slash is a technique for bosses. It doesn't lead to combos, but it creates distance between you and the enemy after the attack, making it difficult to be countered. Transfer Severing Slash allows you to cancel the action of teleporting back to your original location after attacking with a D-type technique.

Skill Name	Consumption	LV	Type	HIT	Attribute	Type	Floating	Remarks
[illegible]	2	2	斬	1	Change	A	×	×	射程無限 Releases a shockwave. Low attack power.
Flying Swallow Chain Kick	4	5	Thrust, Thrust	2.1	Physical, Variable	A			The first and second rising kicks launch the opponent, followed by a thrust attack. Only Konaga is knocked down when all three hits connect. Physical attacks are ineffective from the start of activation until the first hit is completed. 無敵 The final thrust deals the most damage.
Assault Claw Sever	8	9	斬、斬	1.2	Change, Thunder				After launching the enemy with the first slash, fire a high-damage projectile at the target in mid-air while simultaneously slashing downwards. Both the projectile and the downward slash have lightning properties. Invincible to physical attacks until just before the first slash is executed. A Large ×
Akisa Rain	12	12	Thrust	10	Change				Performs 10 consecutive thrusts, but the attack power of each thrust is low. The final hit launches the opponent. Invincible to physical attacks from activation until just before the first attack connects. Can only be cancelled with D-type skills. A Large Small
Tiger Fang Slash	7	15	Slash	4	Change				Slashes the enemy upwards to launch them, then slashes downwards. The downward slash has higher attack power than the upward slash. Unless the target is large, all 4 hits will not connect. Invincible to physical attacks from activation until just before the first attack is executed. A Small × 無敵。
Gentle Beckoning	6	20	—	—	—	B	—	—	Increases Cress's hit rate for about 20 seconds. There is no attack judgment. Can be used even without equipping a weapon.
Phoenix Flight	8	23	Thrust	3	Fire	A	Large	Short	風 Ascends while surrounded by an aura in the shape of (5)0, then performs a diving attack. There is an attack judgment during the ascent, but the attack power of the 風 is greater.
Guardian Formation	20	27	Thrust	19	Light	A※	×	×	Thrusts into the ground and attacks with light bullets rising from the surroundings. It hits multiple times, but the attack power per bullet is low, and the attack judgment only exists for about half of the visible light bullets. Light bullets with judgment appear at regular intervals, but the position where they appear is random.
Vacuum Slash	12	31	New	1	Change	A	×	×	Charges up and slashes with a vacuum wave that has about 3 times the range of a normal thrust. There is a gap at the start, but the attack power is that of a normal attack. の約3倍と高い。
Gathering Method	10	34	—	—	—	A※	—		Recovers HP by approximately 35 percent of maximum HP. If attacked during the skill's animation, HP will not be restored. There is no attack hitbox. Can be performed without a weapon equipped.
Lion's Roar	12	37	New	3	Item	AX	Blow		and stems down a lion-shaped aura. The third attack has high power, and if it hits, the enemy will spin and be blown away. Can be performed without a weapon equipped.
Gou Shorai	16	41	Special	1	Fire				For approximately 20 seconds, when Kress activates a skill that increases his attack power, an attack hitbox will appear on Kress's front half B Short Body, dealing 1 damage to the enemy. Can be performed without a weapon equipped.
Flash Air Break	10	45	Thrust, Thrust	4.1	Light, Change	A	×	×	Advances while kicking up dust and unleashing a thrust. Invincible to physical attacks from activation until the moment before the first attack connects.
Common Lotus Sword	10	50	斬、斬	2.4	Change, Fire	A			Launches the enemy into the air with a rising slash, then attacks by throwing a flame-shaped sword after the attack. Hits in a large spacing and the sword returns to the hand. Invincible to physical attacks until just before the first attack hits.
Void Rend Slash	28	—	New, New	6.5	Light Change				After Kress blows up a light attribute light bullet that rotates and rises, a light bullet that emits ki with a range of about 1/3 of the screen forward C × × has attack judgment, but some do not. Appears in interactions.
Spatial Warp Transfer	30-		Thrust	10~22.4	Light, Change	C	×		Attacks the enemy with light orbs rising from Cress's feet, then teleports above the target's head, performing a downward thrust slash, stab, and upward slash in a continuous attack before returning to the original location. The light orbs with attack properties have a hitbox of about half their visual size, and the number and position of these hitboxes are random.

Skill Name	Consumption	LV	Type	HIT	Attribute	Type	Float	Down	Notes
Dimensional Axe	35	—	斬	6	Change				Lifts the enemy with an upward slash, then slashes downward. Hits up to 3 times during the ascent a nd C Large × times during the descent. During the downward slash, the weapon extends from energy to about 40% of the screen.
Satsugeki Bu Kouken	50	*New, New		11, 12	Change, Fire	D	Large	×	BERBR.0.0.1+0.4+0.1+0.0.0.4+0912 If input well, after lifting the enemy with an attack, it floats and deals additional damage with flames. If S and D are not equipped, only up to the 11th hit will occur. If the command is interrupted midway, the attack judgment disappears from t he activation of the technique until the end. If the command is completed to the end, it is im mune to physical attacks from the activation of the technique until it is cleared.
Majin Hienkyaku	10	—	Shin, Totsu, Totsu	1.2.1	Change, Object, Change	C	Small	Long	Extends the leg forward. Invincible to physical attacks from immediately after activation until just before the god appe ars, and from the start of the motion until immediately after the kick is launched.
Majin Sohazan	15	Renewal		5	Change	C			Majin Performs continuous slashes while doing a small jump towards the Majin. The target floats slight ly when the second hits, and falls down when the last attack hits. Invincible to physical attacks from activation until just bef ore the first attack's hitbox appears.
Majin Senretsuha	18	-	Thrust, Slash	5, 2	Change, Change	C	Large	×	Release Divine in autumn. The smew's flowing motion becomes a slash instead of a thrust. In vincible to physical attacks from activation until just before the first attack is launched.
Majin Senkuuha	16	-	Thrust, Slash	4, 1	Light, Change	C	X	×	Similar to Flash Airburst, attacks with Fighting Spirit and then releases the Divine. Invincible to physical attacks f rom activation until just before the first attack is launched.
Shishi Hien Kyaku	15	-	斬	2, 1, 3	Object, Changed Object	C	Ouuki		Unleash Lion. Physical until immediately after the first kick is launched. Invincible against attacks.
Lion's Roar Severing Slash	20	—	New, New	2, 3	Transformation Object	C	Small	Blow	Unleashes the Lion. The Tiger Fang Slash motion has 2 attacks, and if th e second attack hits, the enemy is knocked down. There is no invincibility state.
Lion's Thousand Rending Breaks	28	-	Thrust, New	8.3	Strange Object	C	x Blow	attack portion	while creating autumn, unleashes a cloud. The Autumn Sand Rain floats the enemy. gone. Physical attack from activation until just before the first attack judgment is issued. Invincible against attacks.
Lion Flash Blast	20	-	Thrust, Thrust, Slash	4.1.3	Light, Change, Object	C	×	Blow	Unleash Lion's Roar for physical attacks until just before t he first attack connects. noble against the sky.
Urazume Hien Kyaku	15	—	Shin Shin Totsutotsu	1.2.2.1 Variable, Lightning	Physical, Variable C	Small	Long	Invincible to physical attacks until just before the first attack connects, and immediately after it connects.	The enemy is knocked down when the third attack hits. t Unleash Fro m the start of the series of motions to the flying kick.
Shuukou Raizanha	18	—	Zan, Zan	1.6	Hen, Thunder	C	Major		A combination of To and Kogaha Hazan, but the thunder motion occurs 4 times. The enemy is knocked down if the third attack hits. Invincible to physical attacks from activ ation until just before the first attack's hitbox appears.
Ura Tsume Senretsu Ha	22	-	New, New, Sudden	1.2.7	Change, Thunder, Change	C	Unleashes Ibaru	and then knocks the third attack, if it hits, will cause a knockdown.	
Claw Flash Void Rupture	19	—	Sudden, New	4.3	Thunder, Thunder	C			Similar to Flashing Void Rippers, attacks with fighting spirit. Then unleashes snow. The first hits for a long time and makes the enemy float. Invincible to physical attacks from the start of activation until just before the first attack hitbox appears, an d from the start of the snow motion until just before the upward slash attack hitbox appears.
Houou Tenshou Kyaku	14	—	Tu Tu	3, 1	Item, Fire	C	Short		Performs three jumping kicks to make the enemy float, then descends with an aura. Invincible to p hysical attacks until immediately after the first attack hitbox appears after activation.
Phoenix Flight Break Slash	17	-	Thrust, Slash	3, 4	Fire, Fire	C	Large		Performs a small jump into the air and unleashes a slash. No state exis ts.
Houou Sen Sei Ha	21	—	突, Thrust	3.7	Fire Change	C	Major	Short	send out autumn sandpipers.
Phoenix Sky Rupture	18	—	Thrust, Thrust	3.4	Huo, Huo	C	Large	×	Focusing in the s ifficulty and similar fighting spirit. When Ki hits, attack with high d ky, there is no invincible state.
Space-Time Soaring Slash	50	—	Slash	10	Change	C	Large	×	Next, release Ki Break. It's not suitable for combos because enemies don't get knocked down by Dimensional Slash.
Teleport Soaring Slash	40	—	Slash Thrust, Slash	10~22.1.5 Light, Variable	Variable	C	x	×	Similar to Spatial Transfer, attack with light bullets, then teleport above the enemy's head and perform a downward thr ust attack. The jump release light bullets. release Ki, similar to the sky, is the same as Spatial Transfer.
Ikuushinshouken	10	0	斬	14	Change	D	Large	長	He holds the title of Ougi Denshou. During that battle, Cress's HP was fully restored once. It is ac tivated by inputting +++ when three conditions are met: current HP is 1/4 or less of maximum HP . He unleashes two consecutive slashes, and finally floats the enemy high with an upward slash. If the final upward slash hits, there is a high probability of stunning the enemy. Once used, it canno t be used again until HP is fully restored. From activation to reaching the apex of the upward slas h, he is invincible to spells and physical attacks.

Chester

In modern spirit forests and catacombs, Guren, tho ugh understated, is useful. Since its power is higher t han basic skills, don't hesitate to use it in boss battle s. Guren and Toga can be used even in the final stag es if you pay attention to the enemy's attributes. T he TP consumption is also low.Skill name

Therefore, it can be used with the same feeling as basic skills.

In addition, Goten, Hayate, and Toryu are powerful. G oten can be used when allies are surrounded by enemies , allowing allies to escape from the encirclement while th e enemies are floating high in the air. Hayate is used at the start of battle to support allies as they approach ene mies. Toryu penetrates enemies, making it useful for inte rrupting spellcasting by enemies in the rear.

Cost	LV	HIT	Attribute	Type	Float	Down	Notes
4	3	1	Fire	A	small	×	shoots a flame-covered arrow. Its power is higher than a normal attack.
5	8	1	Water		Shoots an arrow imbued with A Little × Ki. Its power is higher than a normal attack.		
8	16	2			Shoots a large A × arrow imbued with lightning. Upon hit, it deals additional damage with a lightning strike.		
11	22	4	Land	Area	A Large	×	Fires an arrow from the air towards the target's feet, dealing damage with fragments of earth blown away. There is a moment of invincibility to physical attacks just before jumping.
11	28	8		A	×	×	Fires 8 arrows upwards simultaneously, raining them down on the enemy's head. The arrows rain down evenly, covering about one screen's worth of area in front, starting one character's distance away from Chester.
12	34	3	Wind	A	Small	×	Fires a triple shot of wind-attribute arrows from the air. The arrows fly in an upward curve, so they may not hit sh ort enemies. There is a moment of invincibility against physical attacks just before jumping.
14	40	4~10		A※	×	×	Shoots a series of (Level 20/20×4) arrows in succession. The maximum number of arrows fired in succession is 10.
20	46	1		B	×	Blow	Shoots a giant arrow. If it hits, the enemy spins and blows away. The power is very high, but there is a large gap at the beginni ng.
45	52	5					Simultaneously shoots one large arrow and four small arrows. Chester greatly approaches at the same time as shooting the a rrows. The large arrow flies parallel to the ground and disappears on the spot when it hits an enemy. Even if the small arrows hit an enemy on the way to the target, they penetrate and fly off-screen when they hit the target.

Suzu

Suzu's special skills are all useful. Although Kamaita chi hits a maximum of 6 times, its high attack power per hit allows you to reduce the enemy's HP in one go . Its long reach is also attractive. Manjushage hits

It has the effect of launching the opponent high into the air. W hen the battle starts, it's a good idea to use this to push the en emy to the edge of the wall first. Shiranui is useful for earning money. If you steal trade goods from the enemy and sell them at a high price, you can easily earn Gald. Hagakure is a special skill for escaping from battle. It's not guaranteed to succeed, but it often allows you to escape in a shorter time than running aw ay normally, so use it according to the situation.

Skill Name	Consumption	HIT	Attribute	Type	Float	Down	Remarks
Copy	10	—	—	B	—	—	For about 10 seconds, a clone that traces Suzu's actions will appear. You cannot use special skills while the clone is active.
Ignis Fatuus	7	—	—	B※	—	—	Steals an item from the enemy. If the theft is successful, a sound effect will play and Suzu will strike a pose holding the item.
Iizuna Drop	8	5					After disappearing off-screen with a B × × jump, fall onto the enemy's head, attacking and simmering with a spinning slash.
Hagakure	12	—	—	B	—	—	Whirlwind d you will likely escape from that battle. If you fail to run, it creates a large opening, an However, this opening can be canceled with all special moves.
Red Spider Lily	10	3	Fire	B	Large	Short	Fires 3 consecutive fire-covered shurikens. If they hit, the enemy floats high into the air.
Raiden	12	1		A	Large	Short	Throws a sword from the air towards the target's feet, then drops snow onto the sword to attack. Invincible to physical attacks from the jump up to just before the sword is thrown.
	15	6	Wind	B	Small	X	After a brief pause, the character loads for about one character's length and unleashes a vacuum wave with a range of about 1/4 of the screen, cutting through.
	30	8		C	Short		Attacks and slices enemies. The fourth attack causes enemies to float, but if they are in the center of the screen, subsequent attacks are likely to miss.
Jiraiya	45	14		C	Large	×	Giant Toad Attacks enemies with breath. The large toad that falls at the beginning also has an attack hitbox, and if this attack hits, th e enemy will flinch for a long time. Invincible to physical attacks from the start of the technique until riding the large toad.

Mint

Mint, as a magic user, plays the role of healing and supporting allies in battle. The most frequently used spells are, of course, those that restore HP. Nurse, in particular, will be used countless times from the mid-game onward. Charge is subtly and very useful. If the battle rank is Normal or Hard, TP is restored by 5 percent of the maximum TP upon victory, so it's a waste to keep TP full. Use Charge to share TP with characters who consume a lot of TP, and save on recovery items. Skills like Deep Mist, Acid Rain, Sharpness, and Barrier, unlike Cress's Soft Landing or "Flare Bottle," last for the duration of the battle once used, unless dispelled by Dispel. It's a good idea to actively cast them in boss battles.

Time Stop is a spell that stops the movement of enemies. If you continue to cast it consecutively, you can attack them unilaterally.

When on auto-control, Mint rarely uses Resurrection. When things get really dangerous, give her instructions yourself.

Skill Name	Consumption	LV	Camp	Range	Casting Time	Notes
First Aid	5	Initial	○	味1	A	Restores the HP of one ally by approximately 30% of their maximum HP.
Pico Hammer	4	5	×	敵1	A	Stuns 1 enemy.
Charge	10	8	○	味1	A	Restores 5 TP to 1 ally.
Deep Mist	3	11	×	Enemy 1	A	Decreases the accuracy of 1 enemy. The effect lasts until the end of the battle. The effect does not stack if used multiple times.
Heel	10	14	○	Taste 1	A	Restores the HP of one ally by approximately 60% of their maximum HP.
Acid Rain	12	17	×	敵__	B	Lowers the defense of multiple enemies. The effect lasts until the end. Using it multiple times does not stack the effect.
Antidote	8	20	○	味1	A	Cures poison on one ally.
Silence	6	23	×	Enemy 1	A	Seals the spell of 1 enemy. Effect lasts until the end of battle.
Nurse	20	26	○	[illegible] party	B	Restores the HP of all allies by approximately 45% of their maximum HP.
Sharpness	12	29	×	Ally1	C	Increases the attack power of one ally by approximately 30%. The effect lasts until the end of the battle. The effect does not stack if used multiple times.
Recover	18	32	○	Ally1	B	Cures poison, paralysis, and petrification for one ally.
Dispel	14	35	×	Wei Chuan	C	Removes all spell effects from an ally.
Cure	22	38	○	Ally1	B	Fully restores the HP of one ally.
Piko Piko Hammer	20	41	×	Enemy Center	C	Stuns multiple enemies.
Barrier	15	44	×	味1	C	Increases the power of one ally. The effect lasts until the end of the battle. Multiple uses do not stack.
Raise Dead	26	47	○	Taste 1	C	Revives 1 ally in a knockout state. The revived character's HP is approximately 50% of their maximum HP.
Resurrection	32	50	○	[illegible] ally party	C	Restores the HP of all allies by approximately 65% of their maximum HP.
Time Stop	50	53	×	All Enemies	Ya	[illegible] Stops all actions for about 8 seconds. It cannot stop [illegible] hands released by enemies.

Klaus

Kratos' spells are easy to use, but they becom e available late in the game, so until then, you'll have to make do with the spells you have. In the early stages, Sylph, Ifrit, and Maxwell are mainly useful. After that, use Undine against enemies w eak to water attributes. When the story moves to the future, you'll get powerful spells one after a nother: Volt, Aska, and Origin. Use these spells ac cording to the enemy's weakness attribute.

The three spells that can be learned in hidden eve nts, Gremlin Lair, Shadow, and Pluto, are all somewh at difficult to use. Gremlin Lair has low attack power for the amount of TP it consumes, and Shadow is a d ark attribute, so there are very few places where it c an be used effectively. Pluto is also a dark attribute, and the fact that it consumes 60 TP is the reason.

Aska is one of the easiest to use spells due to the large number of enemies weak to li ght attributes. It is useful in Future Daos' Castle and the lower levels of the Morlia G allery.

Except for the attributes, it's a Shadow with al most the same performance as Asuka, but the Dark attribute is often nullified, making it diffic ult to use.

Skill Name	Consumption	Range	Casting Time	HIT	Attribute	Float	Knockdown	Remarks
Sylph	8	Enemy 1	A	4	Wind	Small	Short	A body sylph creates a tornado to attack the enemy. It looks simila r to Archer's Cyclone, but only affects 1 enemy.
Undine	12	Enemies Hit	B	2	Water	Small	Short	Undine attacks enemies while running through them. The first hit targets the initial enemy, and the second hit affects all enemies within range.
Gnome	16	Enemies Hit	B	1	Land	×	×	A gnome becomes a missile and rains down on enemies.
Ifrit	Hit 20	enemies	B	15	Fire	×	×	The Ifrit launches a series of fireballs. If there are multiple enemies, 15 fireb alls are randomly distributed among them.
Maxwell	Hit 20	enemies	C	8	None	×	×	Maxwell shoots bullets that bounce around the screen. Bullets that don't hit an enemy disappear approximately 2 seconds after being fired.
Luna			C	10	Light	×	×	Luna fires lasers from above. The first shot always hits the target, but the location of the 2nd to 10th shots is random.
Shadow			D	1	Off	×	×	Shadow blends into the darkness and attacks the enemy. Graphically, it appe ars to hit multiple times, but in reality, it only hits once.
Asuka	30	enemies hit	D	1	Light	×	×	Multiple Asuka appear with light and attack the enemy.
Volt	26	enemies hit	C	1		Small	Short	Volt unleashes lightning to attack enemies. Even if the snow graphic doesn't reach them, da mage will be dealt as long as they are on the screen.
Origin	36	enemies hit	D	1	None	×	×	Origin splits into two clones and attacks by emitting a flash of light from the tip of its spear.
Gremlin Lair	42	In the midst of enemies	D	8-11	None		×	× Summons 3 Gremlin Rares to attack enemies. The number of attacks is rand om.
Brute	60	Medium		36		×	×	Pluto attacks enemies with dark flames. Fireballs may f ly off-screen.

Arche

From early to late game, Archer obtains powerful spells one after another. Among these, Cyclone is particularly useful. Cyclone has high power despite b eing obtained immediately after Archer joins the party, and it is also very usef ul because it can attack multiple enemies at once within a narrowrange.

Also, pay attention to the three spells: Fireball, I ce Needle, and Stone Blast. The number of hits for these spells increases as Archer's level incr eases. Even if the number of hits increases, the power is minimal, but you can take advantag e of this characteristic to increase the combo c ount.

Skill Name	Consumption Range	Casting Time	HIT	Attribute	Knockdown		Remarks
Fireball	3 Enemies	A	2~10	Fire	×	×	Attacks enemies with (Level 25+2) fireballs. The number of fireballs increases to a maximum of 10.
Ice Needle	3 Enemies	A	3-12	Water	×	×	Attacks enemies with (Level 20+3) ice arrows. The number of ice arrows increases to a maximum of 12.
Stone Blast	3 Enemy	A	3-12	Ground	×	×	Drops (Level 20+3) pebbles on enemies' heads. The number of pebbles increases to a maximum of 12.
Lightning	5 Enemies	A	1	Thunder			Attacks enemies with lightning strikes. Hits multiple enemies if they are densely packed.
Storm	8 Enemies within range	B	13	Object, Wind	×	×	Deals damage with pebbles and wind. The breakdown of hits is 12 for pebbles and 1 for wi nd. Pebbles are treated as physical attacks.
Grave	10 Enemy Object	B	4	Land	Small	×	Attacks by summoning 4 rocks from the ground.
Ice Tornado	10 Enemies Narrow	B	1	Water			Summons large shark ice to attack enemies.
Eruption	10 Enemies Narrow	B	31	Fire	×	×	Whirls up lava from the ground to rain down fireballs, then deals damage with the int ense heat of the lava. The hit count breakdown is 30 for fireballs and 1 for rocks. The locations where fireballs fall are random.
Tractor Beam	12 Enemies (Narrow)	B	1	None	Small	×	Lifts enemies into the air and then drops them to inflict damage. Ineffective against enemi es already in the air.
Thunder Blade	16 Enemies Hit	C	1	Wham			Attacks by covering the entire screen.
Cyclone	17 Enemy Narrow	C	4	Wind			Attack enemies by creating large and small openings.
Ray	18 to the Back of Enemies	C	1	Light			Attacks by raining down countless thin lasers from the sky.
Firestorm	20 In the Midst of Enemies	C	13	Fire	×	×	Deals damage with 'Ice' and fireballs. The breakdown of hits is 12 for the fireballs and 1 f or 'Ice'.
Rocky Mountain	20 Enemies Narrow	C	13	Land	×	will	Attacks enemies by dropping giant rocks. The last hit is very powerful and knock them down.
Tempest	24 Wide	C	1	Wind			Generates a large number of short bursts to attack the enemy.
Maelstrom	22 Enemy Center	C	1	Water	×	×	Generates a giant vortex to attack the enemy.
Earthquake	27 To Enemies	C	1	Land	Small	×	Attacks enemies by creating a massive earthquake. Effective against airborne enemies as well.
God Bless	32 To Enemies	D	1	Wind	×	×	Crushes enemies with wind pressure, dealing damage.
Explode	32 Enemy Wide	D	1	Fire			Inflicts damage by causing an explosion near small enemies.
Indignation	30 Enemy Medium	D	1	雷			Attacks XX Giant 雷を落として
Tidal Wave	34 Enemy Medium	D	1	Water	×	×	Engulfs enemies in a massive wave, dealing damage.
Black Hole	42 Enemy Wide	E	1	闇	×	×	Generates a mass of gravity to attack enemies.
Meteor Storm	50 Enemy Wide	E	5	None	Small	×	Attacks enemies by dropping huge stones. Only enemies within the effective range of each falling meteor will take damage.
Big Bang	75 Enemy Medium	E	1	Light			Deals damage by generating a super-explosion near large, short-range enemies.

Skill Command List

This section lists all the commands for Cress, Chester, and Suzu that can equip "Combo Commands." This eliminates the need to open the special skill menu during battle to check commands, making it very convenient.

Kress

Skill Name	Command
	\↓14+4
Hien Renkyaku,	
Shuso Raisan,	
Shusau	
Koga Hazan, Juko Shorai, Hoo Tenku, Shugo Hojin, Shinku Hazan, Shukiho, Shishisenko, Go Shorai	
	Shi Yuan (Void Garden)
Flash Air Burst	
	Cancel
Void Gathering Break Slash	
Space Soar Transfer Dime	
nsion Slash	

Skill Name	Command
	Chant

[Cress's Special Skill Command Rules]

The combination consists of a partial removal of the Yoyi, and a combination of 512 from Flying Swallow Chain Kick, Tiger Fang Shattering Slash, Autumn Sand Rain, and Flash Sky Rending, and 513 from Demon Fang Sword, Lion War Shout, Assault Claw Lightning Slash, and Phoenix Heaven Leg. The commands entered when "Combo Command" is equipped are also a combination of directional key input and button presses, and are closely related to the techniques that make up the secret art. The techniques that make up the secret art, Flying Swallow Chain Kick, Tiger Fang Shattering Slash, Autumn Sand Rain, and Flash Sky Rending, include right right, Heaven Nine en.

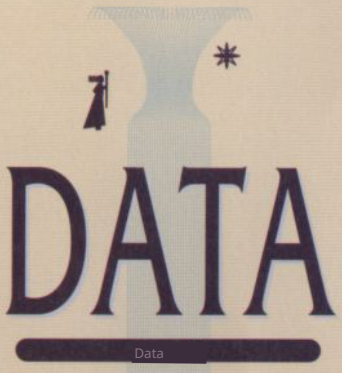
First, enter the same directional key command as when performing the technique. Next, the button to press is related to the combined technique. Pressing Demon Fang Sword + button, Lion War Shout + button, Assault Claw Lightning Slash + button, or Phoenix Heaven Drive + button after inputting the directional key allows you to perform the corresponding secret art. For example, the secret art of Phoenix Heaven Drive + Autumn Sand Rain (Phoenix Dry Rending), after inputting the directional key for Autumn Sand Rain, press the button.

Manual

Skill Name	Command
Crimson L	
otus Freez	
ng Fang, S	
unny Sky P	
ercer, Abs	
ndant Heav	
en Su Yu,	
Gale Great	
Fang, Drag	
on Slayer	

Suzu

Skill Name	Command
Copy Bod	
y Unknown Fire,	
Izuna Drop, Hiding Behind	
Leaves	
Red Spider Lily	
Raiden	
Kamaita	
chi Samidar	
e Jiraiya	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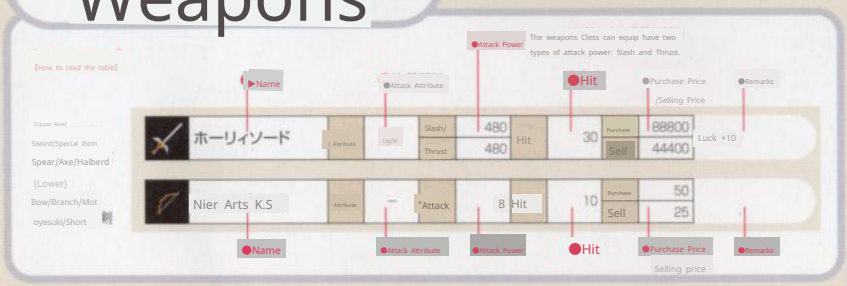
Weapons

Here, weapons are introduced in order of weakest to strongest attack power by type. Choose your weapon considering attack attributes and exploit enemy weaknesses.



Sword (29 types)

ス　　ひと　き　　ラン　がい　：　！

The setting sun lower board attack judgment is on the holder's side, a weapon that boosts the attack power of the new thrust. Foreign text addition is possible.

	ロングソード	Attribute	–	Slash Thrust	5 5	Hit	0	Purchase Sell	140 70	
	Rapier	Attribute	–	Slash Thrust	2 9	Hit	20	Purchase Sell	180 90	
	Twenty-one children	Attribute	–	Slash Thrust	8 5	Hit	0	Purchase Sell	200 100	
	ナイツサーベル	Attribute Fire		Slash Thrust	15 8	Hit	0	Purchase Sell	– 350	
	Verdant	Attribute	–	Slash Thrust	4 28	Hit	22	Purchase Sell	700 350	
	Fine Saber	Attribute	–	Slash Thrust	25 18	Hit	0	Purchase Sell	700 350	
	Krishmarld	Attribute	–	Slash Thrust	8 35	Hit	25	Purchase Sell	1400 700	
	ワルーンソード	Attribute	–	Slash Thrust	50 50	Hit	0	Purchase Sell	1600 800	
	Fame Face	Attribute Water		Slash Thrust	108 60	Hit	0	Purchase Sell	– 5500	
	スレイヤーソード	Attribute Earth		Slash Thrust	200 200	Hit	30	Purchase Sale	– 5000	
	Next	Attribute Earth		Slash Thrust	140 280	Hit	30	Purchase Sell	– 11530	
	Moon Falke	Attribute	Light	Slash Thrust	260 200	Hit	10	Purchase Sell	– 28300	
	ダマスクスソード	Attribute	–	Slash Thrust	350 315	Hit	0	Purchase Sell	34800 17400	
	シ Quasi-	Attribute	–	Slash Thrust	424 220	Hit	0	Purchase Sell	49800 24900	
	ホーリィソード	Attribute	Light	Slash Thrust	480 480	Hit	30	Purchase Sell	88800 44400	Luck +10

	Destroyer	Attribute	–	Slash	630	Hit	10	Purchase	80000
				Thrust	290			Sale	40,000
	Ice Coffin	Attribute	Water	Slash	595	Hit	10	Purchase	140,000
				Thrust	580			Sell	70000
	Flare Baselard	Attribute	Fire	Slash	580	Hit	20	Purchase	140,000
				Thrust	595			Sell for	70000
	Muramasa	Attribute	–	Slash	750	Hit	100	Purchase	–
				Thrust	400			Sell	60800
	Laser Blade	Attribute	Light	Slash	850	Hit	60	Buy	200000 S
				Thrust	650			ell	100000
	Duel Sword	Attribute	Light	Slash	800	Hit	10	Purchase	–
				Thrust	780			Sell for	34,750
	Luck Blade	Attribute	–	Slash	800	Hit	80	Purchase	–
				Thrust	800			Sale	60000
	Flamberge	Attribute	Fire	Slash	900	Hit	10	Purchase	–
				Thrust	900			Sell	–
	Vorpal Sword	Attribute	Water	Slash	900	Hit	10	Purchase	–
				Thrust	900			Sell	–
	Wazir Rapier	Attribute	–	Slash	700	Hit	10	Purchase	–
				Thrust	1200			Sell	34,000
	Cent Rapier	Attribute	Light	Slash	300	Hit	10	Purchase	–
				Thrust	1600			Sell	144,500
	Doom Blade	Attribute	闇	Slash	1300	Hit	10	Purchase	–
				Thrust	1100			Sell for	162,500
	S·D	Attribute	Fire	Slash/	1240	Hit	0	Purchase	–
				Thrust	1240			Sell	–
	Excalibur	Attribute	–	Slash	1390 Thru	Hit	50	Purchase	–
				st	1390			Sell	–

Special Sword [Type 1] Although the type belongs to the sword category, it possesses the special ability to manipulate time. Cless can equip it.

	Eternal Sword	Attribute	–	Slash	1050 Thru	Hit	10	Purchase	–
				st	1140			Sell	–

Spear [7] Excels in thrusting attack power and has a long attack range, but is weak when small enemies get too close. Kress can equip it.

	Corseca	Attribute	–	Slash	50 A	ccuracy	0	Purchase	2400
				Thrust	106			Sell	1200
	Gungnir	Attribute	–	Slash	96	Hit	5	Purchase	–
				Thrust	122			Sell	–
	Gungnir	Attribute	–	Slash	180	Hit	5	Purchase	–
				Thrust	295			Sell	–
	Sadhingrave	Attribute	–	Slash	210	Hit	0	Purchase	50,560
				Thrust	424			Sell	25280
	Vanguard	Attribute	–	Slash	512	Hit	60	Purchase	180000
				Thrust	634			Sale	90000

A state where a portion of Gungnir's power has been released

幸運＋80

Item									
	アークウィンド	Attribute: Wind	Slash	860	Hit	50	Purchase	–	
			Thrust	720			Sell	75000	
	First Tier	–	Slash	800	Hit	50	Purchase	–	The full power of Gungnir is unleashed.
			Thrust	1640			Sell	–	

16 Types of Axes】 New D's attack power is very kind and excellent. Stone, attack range is short. Also, it can be equipped externally.

Battle Axe	–	Slash	35	Hit	10	Purchase	700	
		Thrust	2			Sell	350	
Crescent Axe	Light	Slash	65	Hit	0	Purchase	1800	
		Thrust	10			Sell	900	
Bardiche	–	Slash	130	Hit	10	Purchase	2980	
		Thrust	15			Sell	1490	
For Strike Axe	–	Slash	140	Hit	10	Purchase	–	
		Thrust	20			Sell for 15000		
Eight forks Branch	–	Slash	500	In life	10	Purchase	65530	
		Thrust	100			Sale	32765	
Bahamut Tear	–	Slash	1290	Hit	10	Purchase	–	
		Thrust	950			Sale	497500	

Halberd (4 types): A weapon that combines the advantages of both an axe and a spear. The attack judgment is the same as a spear, making it difficult to stick to the enemy. Additional equipment is also possible.

ハルバード	–	Slash	105	Hit	5	Purchase	4000	
		Thrust	105			Sell	2000	
xy Ku Halberd	–	Slash	200	Hit	5	Purchase	22000	
		Thrust	210			Sell	11000	
Technique One child Ku	–	Slash	850	Hit	–	Purchase	65140	
		Thrust	150			Sell	32570	
Saint Halberd	Attribute Water	Slash	840	Hit	10	Purchase	–	Luck +20
		Thrust	640			Sell 15000		

Bow [13 types] The biggest advantage is attacking enemies from a distance. Agile (easy to move and target enemies). Handcrafted arrows can be equipped.

Metal Arts S	–	> Attack	8	Hit	10	Purchase	50	
						Sell	25	
Mie Er Art Tuer	–	Attack	20	Hit	10	Purchase	200	
						Sell	100	
Composite Bow	–	Attack	400	Hits	20	Purchase	3000	
						Sell	1500	
Crane Wreath	–	Attack	545	Hits	35	Purchase	7000	
						Sale	3500	
Gale Spread	Attribute Wind	Attack	680	Accuracy	50	Purchase	–	
						Sale	53600	
Sand Spread	Earth	Attack	680	Accuracy	50	Purchase	–	
						Sell	53600	
Flare Spread	Fire	Attack	680	Accuracy	50	Purchase	–	
						Sale	53600	

Aqua Spread	Attribute Water	Attack	680 Accuracy		50	Buy 140,000 Se	ll 70,000	
クレセントアロー	Attribute: Light	Attack	750 Hit		65	Buy 148,000	Sell 74,000	
Elven Bow	Attribute	–	Attack	808 Hit	200	Purchase	–	Sell –
シル Yet another X technique for stir-frying 秒	Attribute	–	Attack	999 Hit	80	Purchase	–	Sell 35000
Heart Er Ba Yi Attribute		–	Attack	1042 Hit	100	Purchase	–	Sell 60000
シ ウ Worker Twenty Art (Enhanced) Attribute		–	Attack	1180 Hit Rate	200	Purchase	–	Sell –

Staff [3 types] Originally not made as weapons, so attack power is not high. Mint can equip it.

Rod	Attribute	–	Attack	2 Hits	10	Purchase	10	Sell 5
Gemrod	Attribute	–	Attack	15 Hits	10	Purchase	600	Sell 300
ルビーワンド	Attribute	–	Attack	30 Hits	10	Purchase	1240	Sell 620
Child ーヌ Evening>	Attribute	–	Attack	85 Hits	10	Purchase	–	Sell 1500
コ Ni-zero-ichi sosso	Attribute: Light	Attack	135 Hits		10	Purchase	–	Sell –
ホ USAィスタッフ	Attribute: Light Attack		180 Accuracy		10	Purchase	6000	Sell for 3000
ン Evening Primrose Only	Attribute	–	Attack	330 Hit	10	Purchase	–	Sell 21000
BCロッド	Attribute	–	Attack	420 Hit	10	Purchase	–	Sale 100,000

Defense +10

Made in USA

[Type] A grimoire with special techniques, text descriptions, and elaborate binding. Can equip one.

Pin-up Mag	Attribute	–	Attack	5 Hits	20	Purchase	–	Sell 900
Necronomicon	Attribute Interval		Attack	20 Hit	10	Purchase	–	Sell 500
Yellow Kings Attribute		–	Attack	60 Hit	20	Purchase	–	Sell 4000
Serrano Fragment	Attribute	–	Attack	70 Hit	30	Purchase	–	Sell 1000
Labor Ionis Attribute			Attack	80 Hit	10	Purchase	–	Sell 26000
Aquadine 属性 Water			Attack	120 Accuracy	10	Purchase	–	Sell 2000

	Dog One Son 75	Attribute	–	Attack	350 Accuracy	10	Purchase Sell	– 4000
	Mist Seven Sun	Attribute	–	Attack	500 Hit	10	Purchase Sale	– 64,000
	Misa Requiem	Attribute	–	Attack	500 Hit	60	Purchase Sale	– 64,000
	True Magic	Attribute	Light	Attack	700 Hit	50	Purchase Sale	– 150,000
	N·G	Attribute	–	Attack	765 Hits	)	Purchase Sale	– 7,650

Broom [7]: A weapon unique to witches who use brooms for flight. Overall attack power is not very high. Arche can equip it.

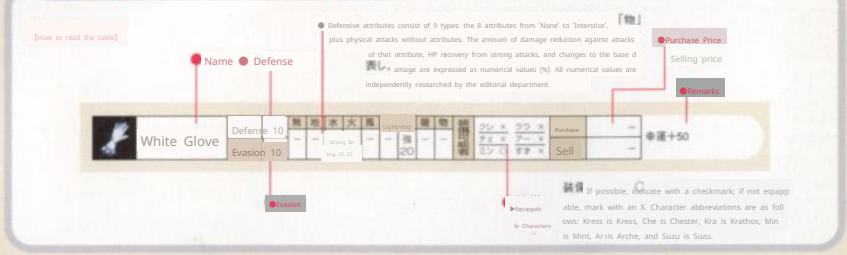
	One s	Attribute	–	Attack	20 Hit	10	Purchase Sell	– 115
	Deck Brush	Attribute	–	Attack	30 Hits	0	Purchase Sell	600 300
	Three days one s	Attribute	–	Attack	100 Hit	10	Purchase Sell	– 2800
	Magical Bloom Attribute		–	Attack	200 Hit	10	Purchase Sell	– 9000
	Si	Attribute	Wind	Attack	380 Hit	10	Purchase Sell	– 2800
	Mengyi Esi Attribute		–	Attack	500 Hit	30	Purchase Sale	12000 6000
	Terms	Attribute	–	Attack	640 Hit Rate	10	Purchase Sell	– –

15 Types of Daggers] Dagger-type weapons are extremely easy to damage due to their short blade length. They are specialized weapons. Lightly armored.

	Ninja Button	Attribute	Fire	Attack	255 Accuracy	10	Purchase Sale	– 2000
	Ninto Ayame	Attribute	Water	Attack	420 Hit	20	Purchase 00 Sale	1000 50000
	Nintou Kikyou	Attribute	Earth	Attack	550 Hit	30	Purchase Sell	– 75000
	Nintoukuroyuri	Attribute	Interval	Attack	750 Hit	40	Purchase Sale	– 90000
	Ninto Chizakura	Attribute	Interval	Attack	999 Hit	50	Purchase Sale	– 120,000

Armor

Armor is introduced in order of weakest defense for each type. Equip them in combinations that consider defense and resistance to attributes.



Defensive attributes consist of 9 types: the 8 attributes from 'None' to 'Interstice', plus physical attacks without attributes. The amount of damage reduction against attacks of that attribute, HP recovery from strong attacks, and changes to the base d amage are expressed as numerical values (%). All numerical values are independently researched by the editorial department.

If possible, indicate with a checkmark; if not equipp able, mark with an X. Character abbreviations are as foll ows: Kress is Kress, Che is Chester, Kra is Krathos, Min is Mint, Ar is Arche, and Suzu is Suzu.

Armor [12 types]

Armor made sturdily from leather or metal to allow you to fight enemies directly in the front lines of the party. Equipped on the body.

Leather Armor	Defense 2 Plain Water Fire Wind Thunder Light Physical Evasion 0	Equippable by Equippable by Equippable by Equippable by Equippable by Equippable by Equippable by Equippable by	Kurekurach e Ar × Min sboot sale	Purchase	120
					60
Chainmail	Defense 4 Evasion 0		Kr ec hemih tin sale	Purchase	900
					450
T Ring Mail	Defense 7 None Earth Water Fire Wind Thunder Light Physical Evasion 0		Kur echi min × Su Na ×	Purcha	1200
				Sell	600
Sprint mail	Defense 9 None Earth Water Fire Wind Thunder Light Evasion 0		Kure Kura Che Aa x Min x Na x Sale	Purchase	1900
					950
Breastplate	Defense 13 Plain Water Fire Wind Thunder Light Evasion 0		e Kura x Minna × Sale	Purchas	3600
					1800
Plate Mail	Defense 18 Evasion 0 Defense 20 P lain Water Fire Wind Thunder Ligh t Physical Evasion 050		Klekula C hair x Minn a	Buy	24500
				/Sell	12250
Mithril Plate			Klekra Purchase Ar × mi n Che Sus Sale 25,000		50000
Reflex	Defense 35 Evasion 0		Klek che min Kura Ah x S usu	Purchase	–
				Sale	100,000
Silver Plate	Defense 37 Plain Water Fire Th Light Evasion 0		Krekura x Chair Min x Suzu	Purchase	–
				Sell	20000
Rare Plate	Defense 38, unadorned, Water & Fire Evasion 0		Krekura C hair Min x Suna	Purchase	82000
				Sale	41000
Mam Bane	Defense 50, unadorned, Water, Fire, Thunder, Light, Physical Evasion 030		Kure Kura Che Asu min su	Purchase	–
				Sale	200,000
Gold Armor	Defense 65 Plain Water Fire Thunder Light Dark Physical Evasion 080		KureKura × Chair x Min. Strength	Purchase	–
				Sale	350,000

Clothes [11]

Cloth armor, often with various embellishments to increase defense. Equipped on the body.

Cloakroom	Defense 3 No Attribute Water Fire Thunder Light Evasion 0		Purchased from Crecra Che x Air Suzu		12
				Sell	6
Amber Cloak	Defens e 6 Evasion 5		Kure x Kura Purchase d Chair Min Suzu		620
				Sell	310

Silver Cloak

Defense 12
Evasion 10

Purchase 2500
Sell 1250

Mithril Mesh

Defense 18
Evasion 0

Purchase
Sell

50% chance to nullify 30,000 Light property attacks
Negate with 15,000 rate

Kisaragi

Defense 25
Evasion 5

Purchas
Sell 11250

Holy Cloak

Defense 25 Evasion 0 Defen se 35 Plain Water Fire Light ning Light

Buy/ 56000
Sell 28000

Yayoi

Evasion 5

Purchase 125,000
Sell 62500

Nagatsuki

Defense 25 Plain Water Fire Wind Lightning Light
Evasion 5

Purcha
Sale 80000

Witch Dress

Defense 50 P
Strong Strong Evasion 15 30 30 30 30 30

Purchase 100000
Sell 50000

Star Cloak

Defens 55 Plain Water Fire Thunder Light
Evasion 050 50

Purchase
Sale 450,000

Kannazuki

Defense 60 Plain Water Fire Lightning
Physical Evasion 1010

Purcha
Ming Soot Sale 120000

Shield [Type 1]

Made for swordsmen. Greatly increases not only defense but also evasion. Other than the "Ring Shield," it is equipment exclusive to Kles.

Wood Shield

Defense 1 Plain, Water, Fire, Wind, Thunder, Light, Darkness
Evasion 2

Purchase 50
Sell 25

Round Shield

Defense 2
Evasion 5

Purchase 300
Sell 150

Kite Shield

Defense 4
Evasion 7

Purchase 600
Sell 300

Feet Shield

Defense 6
Plain Water Fire
Evasion 10 D

Purchase 1150
Sell 575

Fine Shield

efense 8
Solid
Evasion 12

Purchase 15800
Sale 7900

Ankh Shield

Defense 10 Solid Water & Fire
Evasion 15

Sell 17500

R-Line Shield

Defense 15 [Null Water & Fire]
Evasion 30

Min × Bell × Sell for 200,000

Rare Shield

Defense 15
Evasion 20

Bell Sel
24250

Ring Shield

Defense 20
Evasion 25

Purchase
Sale 150,000

Star Shield

Defens 23
Evasion 25

Purchase
Sell 30000

B-Line Shield

Defense 25 Non-Ele
Evasion 30

Purchase
Sale 200,000

Helmet [3 types] A sturdy defense crest made of leather or metal for sword and earth use, exclusively for head equipment.

	Leather Helm	Defense 1 Evasion 0	Equippable: Equippable: Equippable: Equippable: Equippable: Equippable:	Ku Cra Che Ar Min x Susu x	Purchase Sell	600 300
	Iron Sallet	Defense 3 Evasion 0	No attribute, Water, Fire, Wind	Cre Cre x Chex Arx Min x Susu	Purchase Sell	840 420
	Armet Helm	Defense 5 Evasion 0 Defense	Plain, Water, Fire	KureKura x Chair x Min x Suna	Purchase Sell	1320 660
	Cross Helm	10 Evasion 0 Defense 19 Evasion	(No attribute, Water, Fire)	Kurekurac he Ar x Min x Su Na x	Purchase Sell	5000 2500
	Duel Helm		Plain, Water/Fire/Wind/Light	Kurekurac he Ar x Min x Su	Purchase Sell	– 20000
	Rare Helm	Defense 20 Evasion 0	Non-attribute, Water, Fire, Thunder, Light, Material	Kles Kura Chair x x Na Min 1	Purchase Sell	31000 15500
	Star Helm	Defense 26 Evasion 0 Defense 20 Plain Water Fire Wind Thunder Light Physical		Kre Kura Purchas che e A x min x Soot	Sale	– 40000
	Golden Helm	Evasion 5		Klekra x Purchase C hair x Min S usu x Sale		– –

Hat [7]

Since it is made of cloth, a significant increase in defense cannot be expected. It is equipped on the head.

	Beret	Defense 1 Evasion 0	None, Earth, Water, Fire, Wind, Thunder, Light	Kure Kura Chair x Min Susu Sell	Purchase	300 150
	Hood	Defense 2 Evasion 2	None, Earth, Water, Fire, Wind, Thunder, Light, Darkness, Poison	Cre x Cra x Purch ase Chair x Min Susu Sale		2400 1200
	Anklet	Defense 3 Evasion 0 Defense Evasion	Non-attribute, Water, Fire, Thunder, Light, Material	Kles Kura Chair x Min na 1	Purchase Sell	800 400
	Masked	5 5	None, Earth, Water, Fire, Wind, Thunder, Light	KuraKura x Chair x Min na	Purchase Sell	– 7500
	Round Beret	Defense 5 Evasion 0	Non-attribute, Water, Fire, Thunder, Light, Material	Kle Kura Purchase kch Ar emin Success Sale		1420 710
	Fine Beret	Defense 12 Evasion 0	Earth, Water, Fire, Wind, Thunder, Light, Material	Kle Kura kch Aah emin Soot x	Purchase Sell	3600 1800
	Star Beret	Defense 16, Nullifies Water and Fire, Evasion 0		Kre Purchased from Kura me Aah nchug Advance Sale		– 40000

Ribbon [5]

A ribbon made of colorful cloth. It is imbued with magic, and its defensive power is surprisingly high. It is exclusively for archers and is equipped on the head.

	Blue Ribbon	Defense 2 Evasion 0	Non-attribute, Water, Fire, Thunder, Light, Material	Clay x Cloth x Purchase Check x Armor Min Soot Sales		– –
	L Blue Ribbon	Defense 5 Evasion 0	None, Earth, Water, Fire, Wind, Thunder, Light, Darkness	Krekura Purchase 7-8 Min x Soot Sales		840 420
	Striped Ribbon	Defense 9 Evasion 5	Earth, Water, Fire, Wind, Lightning	Klekra x Purchase Chair 0 Bell Sell		4000 2000
	Pretty Ribbon	防御 18 Evasion 10	Earth, Water, Fire, Wind, Lightning	Clay x Cloth x Purchase Chair Sell		7500 3750

	Magical Ribbon	Defense 25 Plain Water Fire Wind Evasion 0	Equippable by	Cre × Kura × che × Ar O min Soot Sell	Purchase	–

Gauntlets [3 types] Armor primarily made of metal for the purpose of protecting the wrist. It is equipped on the arm.

	Leather Gloves	Defense Evasion 0	Equippable by	Clecra Chair × x Min Soot	Purchase Sell	150 75
	Iron Glove	Defense 2 vasion 0	Equippable by	Kles Kura × Chair x Min Susu	Purchase Sell	600 300
	Gauntlets	fense 4 E vasion 0 Defense 1	Equippable by	Kure Kura Chair x Min × Susu	Purchase Sell	1200 600
	Kagite Kou	0 Evasion 0 Defens e 10 Evas	Equippable by	Kre × Cla × che × ah x mina × Susu	Purchase Sell	– 4242
	Mithril Glove	ion 0	Equippable by	Kles Kura × Chair x Min Su su	Buy/ Sell	10000 5000
	Rare Gauntlets	Defense 15 Plain Water Fire Lightning Light Phys Evasion 0	Equippable by	KureKura Purchase Chai r Min × Suzu × Sale		59400 29700
	Star Glove	Defense 24 Plain Water Fire Wind Thunder Light Physical E vasion 0	Equippable by	Krec ase hemi Claer × ng × Tin × Sales	Purch	– 15000
	H-Gauntlet	Defense 26 Plain Water Fire Thunder Light Physical Evasion 0	Equippable by	Klek Purchase Cla che er x min Susu Sell		– –

Accuracy +20

Gloves: 14 Types】 Armor for female characters to protect their hands, offering excellent attribute defense. Equipped on the arms.

	Oven mitt	Defense 5 Evasion 0	Equippable by	Clecra Cha × irmin	Buy/ Sell	300 150
	Mother's Gloves	Defense 8 Evasion 0	Equippable by	Krekla Che × x Armin S usu	Purchase Sell	– –
	White Glove	Defense 10 Evasi on 0 Def ense 15	Equippable by	Kurekurache × 7-x Mi n Tin Sale	Purchase	– –

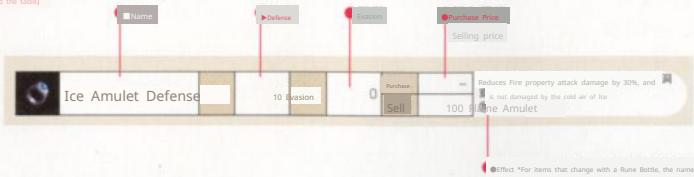
Luck +50

	Pretty Mittens	Evasion 0	Equippable by	Krekla Ch × e Armin S u	Purchase Sell	– 25250

Accessories

Accessories are listed in Japanese alphabetical order by type. Equip the best accessory for the situation fr om the various accessories with different effects.

[How to read the table]



Charm [10] An accessory that increases the wearer's parameter values and protects them from attacks that cause status ailments.

Ice Amulet	Defense	0	Avoid	0	Purchase / Sell	– / 100	Reduces fire damage by 30%, immune to damage from the cold air in the Ice Cave. Cave's cold air
Stone Check	Defense	0	Avoid	0	Purchase / Sell	46200 / 23100	Petrification Nullification
Talisman	*Defense	0	Avoid	0	Purchase / Sell	2000 / 1000	Defense increased by 5% Blue Talisman
Paralyze Check	Defense	0	Avoid	0	Purchase / Sell	27200 / 13600	Nullifies Paralysis
Piyohan	Defense	0	Avoid	0	Purchase / Sell	– / 12150	Halves Stun Duration
P Blue Talisman	Defense	0	Avoid	0	Purchase / Sell	– / 2100	Defense increased by 10%
Flame Amulet	Defense	0	Avoid	0	Buy/ / Sell	– / 100	Reduces Water-type attack damage by 30%, and prevents damag e from the heat of the Flame Mantle. ② Ice Amulet
Poison Check	Defense	0	Avoid	0	Purchase / Sell	6200 / 3100	Nullifies Poison
A swastika mark	Defense	0	Avoid	0	Buy / ell	124000 S / 62000	Accuracy+50
Rabbit Symbol	Defense	0	Avoid	0	Purchase / Sell	200 / 100	Luck increased by 10%

Cape [2 types] A net garment with high resistance to fire attacks. An accessory exclusively for female characters.

Silver Cape	Defense	10	Evasion	0	Buy / Sell	3030 / 1515	Nullifies Fire elemental attacks with a 30% chance. Equippa ble only by female characters. Princess Cape
Princess Cape	Defense	15	Evasion	0	Purchase / Sell	– /	50% chance to nullify Fire-attribute attacks, equipp able only by female 2025 characters

Boots [6] Can change movement speed and character weight during combat. Some offer excellent resistance to elemental attacks.

Elven Boots Defense		0	Evasion	0	Purchase / Sell	4000 / 2000	Increases movement speed by 20% during combat

	Jet Boots	Defense	0	Avoid	0	Purchase – Sell 3550	Increases combat movement speed by 50%. Equippable by male characters only. ⑧ Heavy Boots
	Nightmare Boots	Defense	0	Avoid	0	Purchase – Sell 3550	Movement speed increased by 50% during combat, equippable only by female characters. ⑧ Sasha Boots
	Heavy Boots	Defense	0	Avoid	0	Purchase 1040 Sell 520	Movement speed halved during combat, weight +1, equippable by male characters and Suzu. ⑧ Jet Boots
	Persian Boots	Defense	0	Avoid	0	Purchase – Sell 2850	Reduces damage from all attacks by 30% ⑧ Nightmare Boots
	Water Strider	Defense	0	Avoid	0	Purchase 8000 Sell for 4000	50% chance to nullify Water-based attacks

Cloaks [6 Types]: Primarily increase defense, but the effect is not very significant. Some offer strong resistance to specific elemental attacks.

	Aqua Mantle	Defense	8	Avoidance	0	Purchase – Sell 800	Nullifies Water/Wind attribute attacks with a 30% chance. F ⑧ lame Mantle
	Elven Mantle	Defense	12	Evasion	10	Purchase 9560 Sell 4780	Luck +20
	Thieves' Mantle	Defense	4	Evasion	5	Purchase 2000 Sell 1000	
	Flare Mantle	Defense	8	Avoidance	0	Purchase – Sell 750	Nullifies Earth and Fire elemental attacks with a 30% chance ⑧ Aqua Mantle
	Mantle	Defense	1	Evasion	0	Purchase 20 Sell 10	⑧ Flame Mantle
	Leather Mantle	Defense	2	Evasion	0	Purchase 100 Sell 50	⑧ Aquamarine

Ring [Type: 1] Many exert special effects during battle. The indispensable "Sorcerer's Ring" for adventures also belongs to rings.

	Emerald Ring	Defense	0	Avoid	0	Purchase – Sell 35000	Fairy Ring: Reduces TP consumption of skills, spells, and summoning arts to 2/3
	Sorcerer's Ring	Defense	0	Avoid	0	Purchase – Sell –	Emit sparks with a button when moving in the dungeon.
	Darjeeling	Defense	0	Avoid	0	Purchase – Sell –	Dash is possible with command input (See P288).
	Channeling	Defense	0	Avoid	0	Purchase – Sell –	You can control your companions (See P287).
	Technical Ring	Defense	0	Avoid	0	Purchase – Sell –	Manual operation is possible (see P288)
	Fairy Ring	Defense	0	Avoid	0	Purchase – Sell 38410	Halves TP consumption for skills, spells, and summoning
	Force Ring	Defense	0	Avoid	0	Purchase – Sell 1030	Nullifies physical attacks with a 20% chance: Reflect Ring
	Protector Ring	Defense	0	Avoid	0	Purchase – Sell 600	Nullifies physical attacks with a 10% chance ⑧ Force Ring
	Mental Ring	Defense	0	Avoid	0	Purchase – Sale 16000	Recovers 1 TP at regular intervals during battle

	Reflect Ring	Defense	0	Avoid	0	Purchase / Sell	– / 1030
	Resist Ring	Defense	0	Avoid	0	Purchase / Sell	– / 600

20% chance to nullify attribute att acksForce Ring

Reflect Ring: 10% chance to nullify el emental attacks

Doll [3 types]

These items provide effects during battle, such as automatically reviving from incapacitation or increasing Gald earned.

	Sephira	Defense	0	Avoid	0	Purchase / Sell	– / 10,000
	Blue Sephira	Defense	0	Avoid	0	Purchase / Sell	– / is doubled by 5000
	Reverse Doll	Defense	0	Avoid	0	Purchase / Sell	– / 1000

Gald earned from enemies defeated by the equipped charact r is increased by 1.5x

Blue Sephira

Gald earned from enemies defeated by the equipped character

Automatically recovers from incapacitation once (after use will break)

Gem 【5 types】

Accessories that demonstrate their effect during battle, such as increasing maximum HP and TP, or allowing you to quickly escape from enemies.

	Picklestone	Defense	0	Avoid	0	Purchase / Sell	– / 1
	Black Onyx	Defense	0	Avoid	0	Purchase / Sell	– / 10600
	White Mist	Defense	0	Evasion	0	Purchase / Sell	– / 2500
	Magic Mist	Defense	0	Avoid	0	Purchase / Sell	– / 1250
	Moon Crystal	Defense	0	Avoid	0	Purchase / Sells for	– / 10,600

Nullifies tractor beams

Increases Max HP by 30%

® Moon Crystal

Increases Movement Speed in Battle by 30%5000

® Magic Mist

Increases escape speed by 50% during battle

Increases maximum TP by 30%

Black Onyx

Crests [7] often provide benefits in combat, such as increased parameter values, reduced spell casting time, and increased experience gain.

	Attack Symbol	Defense	0	Avoid	0	Purchase / Sale	10000 / 5000
	Dark Seal	Defense	0	Avoid	0	Purchase / Sell for	– / 1000
	Demon Seal	Defense	0	Evasion	0	Purchase / Sell	– / 5150
	Derris Emblem	Defense	0	Avoid	0	Purchase / Sell	– / 666
	Feat Symbol	Defense	0	Avoid	0	Purchase / Sell for	7200 / 3600
	Holy Symbol	Defense	0	Avoid	0	Purchase / Sell	100,000 / Recover 50,000
	Misty Symbol	Defense	0	Avoid	0	Purchase for	674,100

Acquired experience for the equipped character is multiplied by 1.5, but skills cannot be used and defense is h alved. Sell for 1000 Demon Seals

Acquired experience for the equipped character is doubled.

Nullifies special traps in Future Daos' Castle

Attack power increased by 10%

* Recovers 5% of max HP every set interval

Halves spell casting time; for characters who use spells Can only be equipped when selling 337050

Ornament [6]

The effects vary, including "utsushimi chips" that change the character's appearance and "magic pouches" that produce items.

	Earrings	Defense	20	Evasion	0	Purchase / Sell	– / –

Nullifies typeless attacks and Tractor Be am, Luck +20. Mint only.

	Utsushimi Chip	Defense	0	Avoid	0	Purchase – / Sell 500	During battle, the equipped character leaves afterimages.
	Wall Break	Defense	0	Avoid	0	Purchase – / Sell 1000	50% chance to nullify Earth-element attacks
	Combo Commands	Defense	0	Avoid		Purchase allows you to use special moves with the 400,000 Gald command (see P288). Equipable by Cress, Chester, and Suzu. Sell able for 200,000 Gald.	
	Magical Pouch	Defense	0	Avoid	0	Purchase – / Sell 9,000 (see right page)	Good items occasionally pop out while walking.
	Magic Pouch	Defense	0	Avoid	0	Purchase – / Sell 6000 Magical Pouch	Items occasionally pop out while walking (see right page)

Summoning Item [12] An indispensable ring when contracting with spirits. Bestows various blessings upon the wearer. Kratos' exclusive equipment.

	Aquamarine	Defense	0	Avoid	0	Purchase – / Sell –	Reduces Water-attribute attack damage by 50%
	Amethyst	Defense	0	Avoid		Purchase – / Sell –	Reduces attribute attack damage by 50%
	Emerald	Defense	0	Avoid	0	Purchase – / Sell –	Reduces damage from attribute attacks other than Light (Dark 70%, Other 20%)
	Opal	Defense	0	Evasion	0	Purchase – / Sell –	Reduces Wind-type attack damage by 50%
	Garnet	Defense	0	Avoid	0	Purchase – / Sell –	Reduces Fire-type attack damage by 50%
	Sardonyx	Defense	0	Avoid	0	Purchase – / Sell –	Reduces Lightning damage by 50%
	Sapphire	Defense	20	Evasion	0	Purchase – / Sell –	
	Turquoise	Defense	0	Avoid	0	Purchase – / Sell –	Increases maximum TP by 30%
	Diamond	Defense	5	Evasion	5	Purchase – / Sell –	Attack, Luck, and Hit each +5
	Topaz	Defense	0	Avoid	0	Purchase – / Sell –	Reduces Light-type attack damage by 50%
	Moonstone	Defense	0	Avoid	0	Purchase – / Sell –	Increases Max HP by 30%
	Ruby	Defense	0	Avoid	0	Purchase – / Sell –	Reduces Earth property attack damage by 50%

Magic Pouch & Magical Pouch

The items that pop out are predetermined for each pouch. When they pop out and what comes out i s random and there is no regularity.

Magic Pouch

Longsword	Orange Gel
Battle Axe H	Dark Bottle F
alberd	lare Bottle H
Rod	oly Bottle Life
Pin-up Mag	Bottle
Bloom	Liqueur Bottle
?SWORD (Long Sword)	Spectacles
?BOW (Self Bow - L)	Cheese
Cloakroom	Beef
Talisman	Bread
Mantle	Milk
Leather Mantle	Rice
Rabbit Symbol	
Apple gummy	

Magical Pouch

Stone Check, Pa	Flare Bottle,
ralysis Check, Po	Life Bottle, L
ison Check, Prot	iqueur Bottle, Sp
ect Ring, Resist	ectacles, Magic
Ring, Feet Sy	al Rouge, Seawee
mbol, Holy Sym	d
bol	
Apple gummy	Spice
Orange Gel	Egg
Sage	Carrot P
Verveine	asta
Holy Bottle Mi	Beef
x Gummy D	Melon
ark Bottle	

Transformation via Rune Bottle

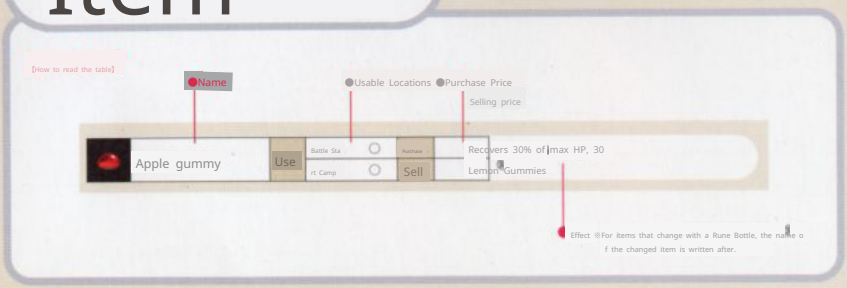
The transformed item will have better performance than before the tra nsformation, or it will have contrasting abilities. You'll want to transfor m items that have better performance before using them.

Ice Amulet	▷	Flame Amulet Blu	
Talisman	▷	e Talisman Ice A	
Flame Amulet	▷	mulet Princess C	
Silver Cape	▷	ape Heavy Boots	
Jet Boots	▷	Berserker Bo	
Nightmare Boots	▷	ots Jet Boots Ni	
Heavy Boots	▷	ghtmare Boots	
Velsha Boots	▷	Flame Mantle A	
Aqua Mantle	▷	qua Mantle	
Flare Mantle	▷		
Mantle	▷	Flame Mantl	
Leather Mantle	▷	e, Aqua Ma	
Emerald Ring, F	▷	ntle, Fairy Ring,	
orce Ring, Pro	▷	Reflect Ring, Fo	
tect Ring, Reflec	▷	rce Ring, Forc	
t Ring, Resist Ri	▷	e Ring, Reflect	
ng	▷	Ring	

Sephira	▷	Blue Sephira
Black Onyx White	▷	Moon Crystal Ma
Mist Moon C	▷	gic Mist Black
rystal Dark Seal	▷	Onyx Demon's Se
Magic Pouch	▷	al Magical Pouc
Apple Gummy	▷	h Lemon Gum
Orange Gu	▷	my
mmy Sage	▷	Pine Gummy
	▷	Red Sage
Savory Pine Gu	▷	Red Savory
mmy, Vervain	▷	Lemon Gummy
Mix Gummy, La vender Lemon Gummy, Charm Bottle	▷	Red Vervain
	▷	Miracle Gummy
	▷	Red Lavender
	▷	Goumi
	▷	Miracle Charm
Hourglass	▷	Chronograph

Item

Items are divided into consumable items that disappear after one use and those that can be used any number of times. They are introduced in Japanese alphabetical order by type.



Medicine [16] Consumable item that can restore HP/TP and increase parameter values.

Apple Gummy	Use	Combat ○ Camp ○	Buy/ Sell	30	30 Lemon Gels that restore 30% of max HP (60 HP)
Elixir	Use	Combat ○ Camp ○	Purchase – Sell	5000	Fully restores HP and TP
Orange Gel	Use	Combat ○ Camp ○	Buy/ Sell	100	Recovers 30% of max TP, up to 200 TPB Buying Gum
Sage	Use	Combat × Camp ○	Purchase – Sell	300	Increases max HP by 5 %Red Sage
Savory	Use	Battle × Camp ○	Purchase – Sell	250	Increases max TP by 5% Red Savory
Basilisk Scale	Use	Combat × Camp ○	Purchase – Sell	160	Mahi - Incapacitation Recovery, fully restores HP
Pine Gummy	Use	Combat ○ Camp ○	Purchase – Sell	500	Lemon GelTP recovery 60% of maximum
Verveine	Use	Combat × Camp ○	Purchase – Sell	750	Agility increases by 1 Red Verbena
Mixed Gummies	Use	Comba ○ t Camp ○	Purchase – Sell	TP	1000 Miracle Gummy 500: Restores 30% of max HP/
Miracle Gummy	Use	Combat ○ Camp ○	Purchase – Sell	1000	Restores 60% of max HP/TP
Lavender	Use	Combat × Camp ○	Purchase – Sell	900	Strength increased by 1 Red Lavender
Red Sage	Use	Combat × Camp ○	Purchase – Sell	600	Maximum HP increased by 10%
Red Savory	Use	Combat × Camp ○	Purchase – Sell	600	Increases Max TP by 10%
Red Vervain	Use	Combat × Camp ○	Purchase – Sell	1250	Agility increases by 2
Red Lavender	Use	Combat × Camp ○	Purchase – Sell	1110	Strength increases by 2

	Lemon Gummy	Use	Comba t Camp	Purchase – Sell 250		Recovers 60% of max HP.⑧ Pine Gummy

Jars [9] Many have important effects, such as recovering from status ailments and identifying uncertain items. Consumable item.

	Dark Bottle	Use	Combat × Camp	Purchase 20 Sell 10		Increases enemy encounter rate for a certain distance
	Charm Bottle	Use	Combat Purchase X Camp	– Sell 1250	Miracle Charms	Item sale prices are reduced by 30% until you finish shopping and exi t the shop screen.
	Banasi Bottle	Use	Combat Camp	Purchase 350 Sell 175		Recovers paralysis and petrification
	Flare bottle	Use	Combat Camp ×	Purchase 150 Sell 75		Increases attack power by 30% for a certain period during battle.
	Holy Bottle	Use	Combat × Camp	Purchase 80 Sell 40		Decreases enemy encounter rate while moving a certain distance.
	Miracle Charm	Use	Comb at Ca mp B attle ×	Purchase – Sell 3,000		The selling price of items will be discounted by 50% until you finish shopping and exit the shop screen.
	Life Bottle	Use	Camp	Purchase 300 Sell 150		Revives from incapacitation (HP is restored to 1/4 of maximum)
	Liqueur Bottle	Use	Combat Camp ×	Purchase 60 Sell 30		Nullifies paralysis and petrification in combat, Attack Power reduced by 20%
	Rune Bottle	Use	Combat × C amp	Buy Sell		3500: Identifies unidentified items, changes some items into other it ems of 1750 value (see P319)

Tools [17]

Many are essential for progressing on your adventure. Items that are not used in combat do not disappear even after use.

	Hourglass	Use	Combat Camp ×	Purchase – Sell 1500	Chronoglass	Briefly stop enemy movement
	Chronograph	Use	Combat Camp ×	Purchase – Sell for 3500		Briefly stop enemy movement
	Green Torch	Use	Combat × Camp	Purchase – Sell –		Emits a green light in the darkness. Can be used in specific locations in the Lowe r Moria Mines and the Dark Cave.
	Collector's Guide	Use	Combat × Camp	Purchase – Sell –		Allows you to view the Collector's Encyclopedia.
	Combo Counter	Use	Combat × Camp ×	Purchase – Sell 1000		Allows you to turn the combo display ON/OFF in custom settings.
	Mahjong Tiles	Use	Combat Camp ×	Purchase – Sell 1000		Deals damage to enemies based on the value of the Mahjong hand. *1
	Scout Orb	Use	Combat X Purchase Camp	– Sell –		Can change the enemy appearance rate in 3 stages
	Spectacles	Use	Combat Camp ×	Purchase 10 Sell 5		Examine enemy parameter values during battle
	Ticket	Use	Combat × Camp ×	Purchase – Sell 100		You can watch Yomi's live performance
	Pickaxe	Use	Combat × Camp ×	Purchase 150 Sell 75		Can destroy rocks and walls in dungeons.

*1 Depending on the role, Tanyao deals 1300, Chiitoitsu deals 1600, Sanshoku deals 2000, Chanta deals 3900, Honitsu deals 8000, and Daisangen deals 32000 damage to the enemy respectivel y.

	Drum Set	Use	Battle Pa ss Camp	✕ ○	Purchase Sell	– 5000
	Blue Candle	Use	Combat Camp	✕ ○	Purchase Sell	– –
	Magical Rouge	Use	Combat Camp	✕ ○	Purchase Sell	– 1000
	Monster Compendium	Use	Battl e Ca mp B attle	✕ ○	Purchase Sell	– –
	Red Lantern	Use	Camp	✕ ○	Buy /Sell	– –
	Rope	Use	Combat Camp	✕ ✕	Purchase Sell	100 50
	World Map	Use	Combat X C amp	○	Purchase Sell	– –

Collectibles [14] Only the "Kuri's Mirror" has a special effect. Items are only for collecting as the name suggests. Cannot be used.

	Statue of B	Use	Combat Camp	✕ ✕	Purchase Sale	– 1500
	D's sculpture	Use	Combat Camp	✕ ✕	Purchase Sell	– 1500
	F Statue	Use	Combat Camp	✕ ✕	Purchase Sell	– 1500
	Statue of J	Use	Comba t Camp	✕ ✕	Purchase Sell	– 1500
	L's sculpture	Use	Combat Camp	✕ Sell X	Purchase	– 1500
	S Flag	Use	Combat Camp	✕ ✕	Purchase Sell	– 765
	Yellow card	Use	Combat X C amp	Sell x	Purchase	– 5
	Kuri's Mirror	Use	Combat Camp	✕ ✕	Purchase Sell	– Allows you to select 5
	Green Card	Use	Combat Camp	✕ ✕	Purchase Sell	– 5
	Brown Card	Use	Comba t Camp	✕ ✕	Purchase Sell	– 25
	Black Card	Use	Combat Camp	✕ ✕	Purchase Sell	– 5
	Blue Card	Use	Combat Camp	✕ ✕	Purchase Sell	– 1000
	White Card	Use	Combat X Ca mp	Sell x	Purchase	– 100
	Red Card	Use	Combat Camp	✕ ✕	Purchase Sell	– 5

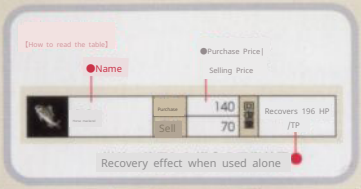
Deformed party display in camp screen customization

Valuables [21] Important items necessary for the progression of the story. They are used automatically when needed simply by possessing them.

	Pendant	Use	Battle × "Purchase Ca mp X | Sell	A pendant Cress received from her father, Miguel, on her 15th birthday
	Mascot	Use	Combat × Buy/ Camp × SellB	A stuffed toy Chester's sister Amy made to resemble Cress
	Earrings	Use	Combat × uy|S Camp × ell	An earring received from a mysterious woman in the Mars Manor dungeon.
	Wraith Ruby	Use	Battle × Purchase Camp × Sell	A gem that can open a special door in the catacombs.
	| Morrison's Book	Use	Combat × "Purchase Camp × Sell	A book entrusted by Trinix D. Morrison when time-traveling to the past.
	Broken Bow	Use	Combat × Purchase Camp × Sell	Chester's beloved bow, which was damaged after being caught in a time warp to the past.
	Element Orb	Use	Combat × Purchase Camp × Sell	A gem that allows you to speak with the World Tree Yggdrasil
	Demeter's Key	Use	Combat × Purchase Camp × Sell	A key to the doors inside Demeter's mansion
	Permission Slip	Use	Combat × Purchase Camp × | Sell	An entry permit for the Moria Mines issued by the Royal Family of Albanista.
	Emblem	Use	Combat × Purchase Camp × Sell	The Royal Family of Albanista's crest, required to enter the Elven settlement.
	Letter of introduction	Use	Combat × Purchase Camp X | Sell	Letter of introduction received from Ljungrom to meet Edward
	Broken ring	Use	Combat X Ca Purchase mp X Sell	Broken contract ring found in the Mines of Moria ruins
	Magma Key	Use	Combat × Purchase Camp × Sell	Key to the door inside the Scorching Sands Cave
	Trump	Use	Combat × Purchase Camp × Sell	Card found in the super-ancient city of Thule to disable security
	Using the Mysterious Hand Mirror	Use	Combat × Purchase Camp × Sell	A hand that can warp into a mirror in the past Daos Castle
	| Golden Key	Use	Combat × Purchase Camp × Sell	The key to the door inside the past Daos Castle
	Wingback	Use	Comba × Purchase t Camp × Sell	A small capsule containing the Rheabird
	Ancient Document	Use	Combat × Purchase Camp × Sell	A treasure map written in a cipher passed down in the Alfread family.
	Rozania Dress	Use	Combat × Purchase Camp × | Sell	A dress that the pirate Alfread gifted to his beloved wife, Rozania.
	| Common Key	Use	Combat X Buy/ Camp X Sell	Key to the door in the common room of the super-ancient city Thor
	Sacred log	Use	Combat × Purchase Camp × Sell	Log needed to create the legendary elven bow

Food

Food that has a greater recovery effect when cooked has a slight recovery effec t even on its own. Here, we will introduc e the effects of each food item.



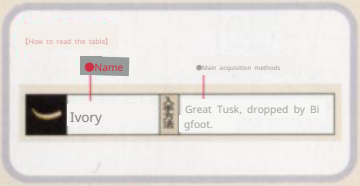
Horse mackerel	Purchase / Sell	140 times / 70	Recovers 1% H P/TP
Squid	Purchase / Sell	Recov / 25	50 HP and 19 TP
Dried laver	Purchase / Sell	16 times / 8	Recovers 1 96 HP
Sardine	Purchase / Sell	Resto / 50	00 HP and 19 TP
Strawberry	Buy/ / Sell	220 u / 110	TP recovery 196
Shrimp	Purchase / Sell	160 h / 80	TP recovery 19
X Cucumber	Purchase / Sell	90 / 45	Recovers 19 6 HP
Cabbage	Purchase / Sell	40 / 20	Recovers 19 6 HP
Konnyaku	Purchase / Sell	300 / 150	Recovers 1 0% HP
Kombu	Purchase / Sell	180 / 90	Recovers 1 0% HP
Potato	Purchase / Sell	250 / 125	HP Recover y 19
Spice	Purchase / Sell	240 Figure / 120	Recovers 19 6 HP
Octopus	Purchase / Sell	60 / 301%	TP recovery
Egg	Purchase / Sell	20 En / 10	Recovers 19 6 HP
Onion	Buy/ / Sell	210 times / 105	Recovers 19 6 HP
Daikon Radish	Buy / Sell	1600 ti / 800	HP Recove ry 30%
Hand ーヌ	Purchase / Sell	40 Im / 20	Recovers 19 6 HP
Chicken	Purchase / Sell	40 / 20	HP-TP Recovery 196
Tomato	Purchase / Sell	190 images / 95	Recovers 19 6 HP

Carrot	Purchase / Sell	150 / 75	Recovers 19 6 HP
Banana	Purchase / Sell	190 times / 95	TP recover y 1%
Pineapple	Purchase / Sell	430 uses / 215	TP recover y 19
Pasta	Purchase / Sell	60 ope / 30	Recovers 19 6 HP
ビーフ	Purchase / Sell	64 H / 32	TP recovery 196
Grape	Buy/ / Sell	250 times / 125	TP recover y 19
Bread	Purchase / Sell	20 times / 10	Recovers 1 96 HP
フ Yi	Buy/ / Sell	500 times / 250	TP recover y 1%
オ One ク	Purchase / Sell	56 / 28	HP-TP Recovery 196
Tuna	Purchase / Sell	240 / 120	HP-TP Recovery 196
Mangosteen	Buy/ / Sell	640 times / 320	TP recover y 19
Miso	"Purchase / Sale	80000 / 40,000	Recovers 50% HP
Milk	Buy/ / Sell	30 / 15	Recovers 19 6 HP
Melon	Purchase / Sell	3000 / 1500	TP recover y 19
Rice	Purchase / Sell	32 / 16	Recovers 1 96 HP
Apple	Purchase / Sell	40 / 20	TP recover y 196
Lettuce	Purchase / Sell	110 rounds / 55	Recovers 19 6 HP
Lemon	Purchase / Sell	160 rounds / 80	TP recover y 196

For one night/food

Tradable goods

The selling price of tradable goods varies depen ding on the location. Knowing which shops will buy them at a high price is very useful for rai sing funds for adventures.



Ivory	Great Tusk, dropped by Bigfoot.
Ukiyoe	Okiyo, dropped by Kunoichi. Can be purchased fr om the painter in the Ninja Village for 30000 Gald.
Kyarako	Dropped by Kiyomasa and Sakon.
Fur	Dropped by Frost Bunny and Polar Bear.
Ebony	Can be stolen from Treant with Suzuno' s Shiranui.
Coral	Dropped by Evil Star and Su per Star.
Shamisen	Can be stolen from Ninja Master with Bell Shiranui.

Mercury	Psychic, can be stolen from Proph et with Suzu's Shiranui.
Tapestry	Priestess, dropped by Hell cat.
Marble	Ice Golem, can be stolen from Mithril Golem with Suzu's Shiranui.
Teacup	Can be stolen from Banshee with Suz u's Shiranui.
Tochukaso Mushrooms	Apache Doctor, dropped by Alraune.
Earthen Pot	Kiyomasa, can be stolen from Sakon wi th the Bell of Shiranui.

Sales Price List by Era

Present Day

The only trade good obtain able in the modern era is "Fu r" dropped by Boarchild. 765 Gald is a large sum of money early in the game, but it's a waste to sell it in this era.

Location	Tradable goods
	Fur
Euclidean City Ro ad (Merchant)	765
Morrison's House (Merchant)	765

Past

In the past, you can obtain four types of trade goods: "Ca lico", "Coral", "Fur", and "Cord yceps". The selling price varies depending on the location, so try to sell them where they will fetch the highest price.

Location	Tradable goods			
	Kyarako	Fur	Coral	Tochukaso Mushrooms
Belladam Village	5355	3060	7650	3060
Euclid's Village	3060	2295	7650	3825
Hamel Town	3060	2295	7650	3825
City of Venice	3825	4590	2295	6120
Western Isolated Island (Sailor)	9945	4590	3060	5355
Alvanista City Oli ve Village Erosio n Cave (Sailor) Elf Village	6885	3060	1530	5355
	12240	5355	9180	4590
	9945	4590	3060	5355
	13770	765	5355	6885
Midgards	7650	4590	4590	1530

Future

The meaning of commodities is most evident in futuristic eras where powerful equipment and expensive items are sold. Since the selling price varies not only by location but also by store, try to find the store that offers the highest price.With the increase in the selling price itself, you should have no trouble funding your adventures if you sell commodities frequently.

も高く買い取ってくれる店を探そう。売却価格自体の上昇も手伝い、交易品をこまめに売れば、冒険の資金に困ることはないはずだ。

City	Shop	Tradable goods			
		Ivory	Ukiyoe	Kyarako	Fur
Miguel's Town	Weapon Shop "Koga Hazan"	9180	65790	21420	14535
	General store "Benjamin"	8415	66555	20655	13770
City of Venice	Weapon Shop "Water Sword"	29070	59670	16065	16830
	Armor shop "See-Throu	29835	60435	15300	17595
	gh", tool shop "Malaga'	29835	60435	16830	17595
	s Sea", food shop "Waterfront"	28305	58905	15300	16065
Euclid's City	Weapon Shop "Holy Knight", A	33660	51255	10710	9180
	rmor Shop "Holy Knight", Gene	34425	50490	11475	9945
	ral Store "Hokkamuri"	33660	50490	9945	8415
	Ingredients Shop "Ajiou"	32895	52020	9945	8415
	Odd Jobs "Herohero Q"	34425	52020	11475	9945
Morrison's House	Traveling Merchant	765	765	765	765
Alvanista Capital	"Lime" Weapon Shop (Weapon Sho	39015	76500	27540	12240
	p) "Lime" Weapon Shop (Armor Sh	39780	77265	26775	11475
	op) Item Shop "Calendar"	38250	75735	26775	11475
	Super "Overeating"	38250	77265	28305	13005
	"Drugstore 'Dokudami'"	39780	77265	28305	13005
Freeze Keel Town	Weapon Shop "Iced Coffee"	19125	33660	38250	24480
	Supermarket "Freezer" (Tool Shop) Sup	19890	34425	39015	23715
	ermarket "Freezer" (Food Shop) Medici	18360	32895	37485	25245
	ne Seller "Toyama"	18360	32895	38250	23715
Olive Village	Weapon Shop "Garlic"	24480	42840	48960	21420
	General store "Tenderloin"	23715	42075	48195	20655
	Grocery store "Sirloin" P	23715	42075	48195	20655
	harmacy "Yago-chan"	25245	43605	49725	22185
Elf Village	General store "Sunset"	43605	25245	55080	4590
	Grocery Store "Akasatana"	43605	25245	55080	4590
	"Pharmacy "Song of Silence""	43605	25245	55845	4590
The Town of Everlasting Darkness, Arly	"Weapon Shop '3 AM'"	13770	86445	32130	19890
	Props Shop "Ushimitsudoki"	14535	85680	32895	19125
	"Coffee Shop "Nebo""	15300	84915	32895	19890
Ninja Village	General Store "Kurikinton"	48960	16830	43605	6885
Moria Mines	Supply Unit	9180	16065	9945	4590

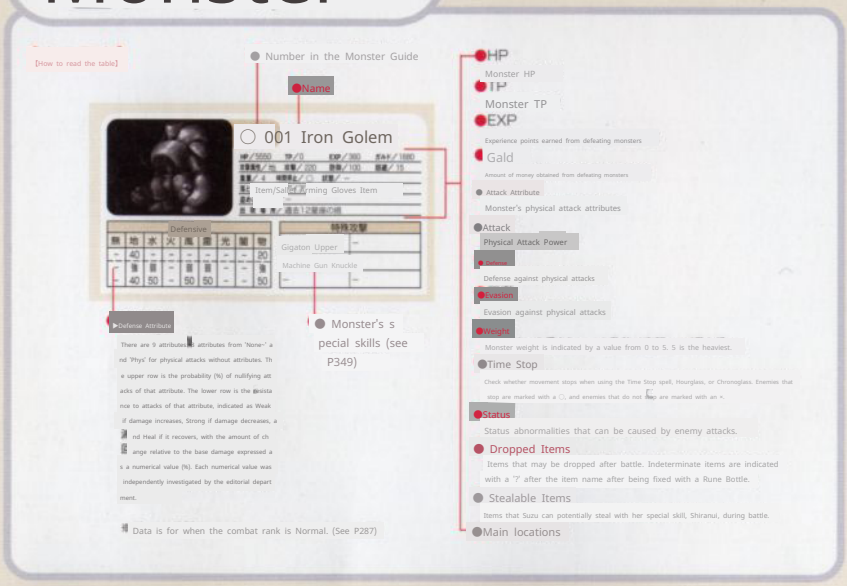
*1 The red frame in the table indicates the highest selling price for that trade good

※2 Geese Shop items can be sold for the same price as the last store you visited.

	Tradable goods								
	Ebony	Coral	Shamisen	Mercury	Tapestry	Marble	Teacup and Tochu Casou		Earthen Pot
	12240	32895	58140	30600	82620	43605	63495	12240	67320
	13005	32130	58905	31365	81855	44370	62730	13005	67320
	42840	10710	65790	24480	73440	21420	47430	24480	33660
	42840	9945	65025	25245	72675	22185	48195	23715	34425
	42075	11475	66555	25245	74205	22185	48195	25245	34425
	43605	9945	65025	23715	72675	20655	46665	23715	32895
	29835	29070	78030	61200	91800	36720	55080	15300	26775
	30600	29835	77265	61200	91800	35955	54315	14535	27540
	29070	28305	77265	61965	92565	35955	54315	14535	26010
	30600	28305	78795	61200	91800	37485	54315	16065	26010
	30600	29835	78795	60435	91035	37485	55845	16065	27540
	765	765	765	765	765	765	765	765	765
	38250	6885	87975	36720	64260	73440	15300	21420	19890
	39015	6120	88740	37485	63495	73440	16065	20655	20655
	37485	6120	87210	35955	63495	74205	14535	20655	19125
	39015	6120	87210	37485	63495	73440	14535	20655	20655
	39015	7650	88740	37485	65025	72675	16065	22185	20655
	25245	14535	48960	42840	18360	65790	31365	9180	53550
	26010	14535	49725	43605	19125	66555	32130	9945	54315
	24480	13770	48195	42075	17595	65025	30600	8415	53550
	24480	13770	48195	42075	17595	65025	30600	8415	53550
	33660	36720	97920	18360	29070	29070	39780	18360	60435
	34425	36720	97920	19125	28305	29835	39015	17595	59670
	32895	35955	98685	17595	28305	28305	39015	17595	59670
	34425	37485	97155	19125	29835	29835	40545	19125	61200
	8415	21420	39015	48960	45900	51255	79560	27540	39780
	8415	21420	39015	48960	45900	51255	80325	27540	39780
	8415	21420	39015	48960	45900	51255	79560	27540	39780
	21420	17595	29070	13005	36720	13770	24480	5355	13770
	21420	18360	29070	12240	36720	14535	23715	6120	13005
	22185	18360	29835	12240	36720	15300	23715	6885	12240
	16830	25245	19125	55080	55080	58140	71145	30600	46665
	7650	6885	18360	11475	16830	13770	14535	5355	12240

Monster

Here, we introduce the enemies that appear in the game in the order they are registered in the Monster Guide. Please use this as a reference for effective combat.


[How to read the table]
Number in the Monster Guide
Name
001 Iron Golem
Item/Sallet, Fearming Gloves Item
Defensive
Gigaton Upper
Machine Gun Knuckle
Defense Attribute
There are 9 attributes, 8 attributes from 'None-' and 'Phys' for physical attacks without attributes. The upper row is the probability (%) of nullifying attacks of that attribute. The lower row is the resistance to attacks of that attribute, indicated as Weak if damage increases, Strong if damage decreases, and Heal if it recovers, with the amount of change relative to the base damage expressed as a numerical value (%). Each numerical value was independently investigated by the editorial department.
Monster's special skills (see P349)
Data is for when the combat rank is Normal. (See P287)
HP
Monster HP
TP
Monster TP
EXP
Experience points earned from defeating monsters
Gald
Amount of money obtained from defeating monsters
Attack Attribute
Monster's physical attack attributes
Attack
Physical Attack Power
Defense
Defense against physical attacks
Evasion
Evasion against physical attacks
Weight
Monster weight is indicated by a value from 0 to 5. 5 is the heaviest.
Time Stop
Check whether movement stops when using the Time Stop spell, Hourglass, or Chronoglass. Enemies that stop are marked with a ○, and enemies that do not stop are marked with an ×.
Status
Status abnormalities that can be caused by enemy attacks.
Dropped Items
Items that may be dropped after battle. Indeterminate items are indicated with a '?' after the item name after being fixed with a Rune Bottle.
Stealable Items
Items that Suzu can potentially steal with her special skill, Shiranui, during battle.
Main locations

2001 Iron Golem

HP/5550 TP/0 EXP/360 ガルド/1680
Drops/Iron Sallet, Fear Gloves
Steal/-
Defense Hardness
Special attack
Gigaton Upper
Machine Gun Knuckle

2002 Ice Golem

HP/8900 TP/0 EXP/426 ガルド/1410
Drops/Wrong Sword?, Ice Coffin
Melt Item/Large Demon
Defense Attribute
Special attack
Gigaton Upper-
Machine Gun Knuckle

2003 Owl

HP/45 TP/0 EXP/3 Gardo/ 6WW80
Drops/Chicken, Egg
Melt Items/
Around Modern Tortoise
Bulletproof Hide
Special attack

• 004 Aqua Dragon

HP/12300 TP/0 EXP/2050 Gald/9760/3
SON/BB 攻撃/620 防御/185 0
/Items
dropped/Items that cause Aqua Spread
Defense Attribute
Special attack

2005 Other

HP/1800 TP/450 EXP/123 Gald / 345
Drops/Pickle Stone, Rune Bottle
Stealable Items/
Defense Attribute
Plain Water Fire Lightning
Special attack
Eruption

2006 Anaconda

HP/50 TP/0 EXP/3 Gald/7B
Drops: Apple Gummy, Spectacles
Melt Items/
Special attack

2007 Apache Doctor

HP/2550 TP/380 EXP/288 Gald/48
Dropping Items/Cordyceps sinensis Rune Bottle D
yeing Items/
Midgards Grey

Defense Attribute							
無	地	Water, Fire, Wind, Lightning, Light				闇	物
–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	弱
–	–	–	–	–	–	–	20

Special attack
Rocky Mountain

008 Alraune

HP/3660 TP/0 EXP/212 ガルド/1040
Drops/Items to Steal: Cordyceps S
pice/
Trent Forest

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
–	50	–	–	–	–	–	–	–
–	弱	普	普	普	–	–	–	弱
–	50	50	60	50	–	–	–	10

Special attack
Panic Voice
Power Drain

2009 Archdemon

HP/7980 TP/450 EXP/1001 Gald/7960
R/3 2/0 #Items dropped by E
ft/? Gale Spread Stealable Ite
ms/
Future

Defense Attribute							
Non-attribute	Water	Fire	Wind	Thunder	Light	闇	物
–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	弱
50	100	–	–	–	–	–	10

Special attack
Tidal Wave
Rock Mountain

2010 Arknight

HP/4000 TP/0 EXP/225 Gald/100480
1800/50
8/2/0/
s Saber
Melt Items/
Alvanista

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	–	10
–	–	–	–	–	–	–	–	弱
–	–	–	–	–	–	–	–	10

Special attack
–
–
–

2011 Archbishop

HP/6550 EXP/503 Gald/1050
60
0 2039/-/
/Items dropped/Rune Bott
le, Hourglass Items that can be
stolen/Plaid
Future Daos

Defense Att								
ributes: None, Water, Fire, Lightning, Light, Physical							闇	物
40	40	40	40	40	40	40	40	–
–	–	–	–	–	–	–	–	弱
–	–	–	–	–	–	–	–	10

Special attack
Earthquake
Resurrection

2012 Archer

HP/2330 TP/0 EXP/128 Gald/298
Drop Item/Pred Self Bow-1 Dye
able Item/
Midgards Great Victory

Defense Attribute							
無	Earth, Water, Fire			風	雷	Light	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–	弱
–	–	–	–	–	–	–	–	10

Special attack
–
–
–

2013 Ignisfatuus

HP/2730 TP/0 EXP/90 Gald / 50
285/BB BR/45
/Drop
Item/-meru It
em/

Wind Defense							
Earth	Water, Fire, Wind			雷	光	闇	物
–	–	–	50	–	–	40	–
–	–	普	普	–	–	弱	–
–	–	60	50	40	–	10	–

Special attack
–
–
–

2014 Ishrantu

HP/5550 TP/500 EXP/2002 ガルド/9990
2089/20/456 /120///Dropped It
ems/Poison Check Item
s/
Valhalla

Defense attribut								
無	地	ex. Water, Fire, Wind			Light Drage	闇	物	
30	30	30	30	–	30	30	30	–
–	普	–	–	普	–	–	–	弱
–	40	–	–	100	–	–	–	10

Special attack
Thunder Blade
–
–

015 Ifrit

HP/5500 TP/2000 EX/2525 Gald/6543
/* */250/85/Status
/
Drop Item/Flare Mantl
e Item/

Defense Attribute								
Non-attribute	Water	Fire	Wind	Thunder	Light	Darkness	闇	物
–	–	–	–	–	–	–	–	–
–	–	普	普	–	–	–	–	弱
–	–	50	100	50	–	–	–	50

Special attack
Eruption
Flame Wave
–

2016 Inferno

HP/8390 TP/800 EXP/321 Gald / 54
3BW/60
Dropped Item / Flame Amulet Acquire
d Item /

Defense Attribute								
無	地	Water, Ice	風	雷	光	闇	物	
–	–	–	50	–	–	50	–	
–	–	普	普	–	–	弱	–	
–	–	50	70	50	–	–	–	40

Special attack
Explode
Firestorm
–

017 Evil Star

HP/4980 TP/0 EXP/541 ガルド/1610
/K/300
cal Astro
Melt Items/

Defense Turning							
Plain	Water	Fire	風	Lightning	闇	物	
–	–	50	–	–	–	–	
–	–	普	普	–	–	弱	
–	–	50	50	20	–	–	

Special attack
–
–
–

2018 Evil Sword

HP/24800 TP/0 EXP/222 Gald/2200BB/40
BR/22/08/Drop Item/Holy
Sword
Dyeable Item/-
Future

Defense attribute								
無	Earth, Water, Fire, Wind, Thunder, Origin						闇	物
40	40	40	40	40	40	–	40	–
–	–	–	–	–	–	普	–	弱
–	–	–	–	–	–	100	–	10

Special attack
–
–
–

NO. 019 Evil Lord

HP/6400 TP/250 EXP/298 Gald/3,630

Drops/Rune Bottle

Stealable Item/

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	弱	30
–	–	–	–	–	–	–	強	30

Special attack
Summon Demon
–
–

NO. 020 Viper

HP/285 TP/0 EXP/18 ガルド/18

Attack / 7

Drops/Apple Gummy, Panacea Bottle

Stealable Item/

Defense Attribute								
無	Earth, Water, Fire, Wind				雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	弱	60
–	–	–	–	–	–	–	強	–

Special attack
–
–
–

NO. 021 Vulcan

HP/8640 TP/0 EXP/1015 Gald / 8520

BR/3//It ems dropped/Items that drop Flare Spread

Not yet scanned

Defense Attribute								
無	Earth, Water, Fire			風	雷	Dark	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	弱	強	–	–	–	–
–	–	50	50	–	–	–	–	–

Special attack
–
–
–

NO. 022 Vulture

HP/210 TP/0 EXP/16 Gardo / 19

BR/2 RE/08/Drop Item/Chicken, Egg Item/

Defense Attribute								
Plain	Water	Fire		風	雷	光	闇	物
–	–	–	–	40	–	–	–	–
–	–	弱	–	–	–	–	–	–
–	–	60	Str	ong	60	40-	–	–

Special attack
–
–
–

NO. 023 Vampire Bat

HP/850 TP/0 EXP/16 Gald/29

Dropped Item/ /Status/ Sleep

Melt Items/

Defense Attribute								
無	Earth, Water, Fire, Wind, Thunder, Light						闇	物
–	–	–	–	–	–	–	100	–
–	–	–	–	–	–	–	弱	–
–	–	–	–	–	–	–	60	–

Special attack
–
–
–

NO. 024 Witch

HP/3950 TP/550 EXP/512 ガルド/1160

Drops/Witch Dress Tapestry

Steal/Magical Broom

Defense Attribute								
None	Water	Fire	Thunder	Light			闇	物
30	30	30	30	30	30	30	30	–
–	–	–	–	–	–	–	弱	–
–	–	–	–	–	–	–	強	20

Special attack
Cure
–
God Bless
–

NO. 025 Witch Doctor

HP/5,900 TP/530 EXP/548 ガルド/1310

Dropped Item/Orange and Stealable Item/Bread

Defense Attribute								
無	Earth	Water	Fire	風	Lightning	Firefly	Creature	
–	–	–	–	–	–	–	–	
–	–	–	–	–	弱	–	–	
–	–	–	–	–	強	10	–	

Special attack
Earthquake
–
–

NO. 026 Will-o'-the-Wisp

HP/1320 TP/0 EXP/10 ガルド/10

Item/M

Left Item/

Defense Attribute								
Non-Elemental	Earth	Water	Fire	風	雷	Dark	闇	物
–	–	–	40	–	–	–	–	40
–	–	–	弱	強	–	–	–	–
–	–	–	0	40	30	–	–	–

Special attack
–
–
–

NO. 2027 Wing Devil

HP/3550 TP/200 EXP/99 Gald / 222

Dropped Item/Spectacles Rune Bottle Ite

Moria Road

Defense Attribute								
無	地	Water	Fire	Wind	Lightning	Light	闇	Item
–	–	–	–	–	–	–	40	–
–	–	–	–	–	–	弱	強	–
–	–	–	–	–	–	60	40	–

Special Attack
Ice Needle
Fireball
–

NO. 028 Volt

HP/28000 TP/3000 EXP/5656 Gald / 43210

Statu s/Drop Item/Emerald Ring Ite

Unvaulted

Defense Attribute								
Non-Attribute	Water	Fire	Wind	Thunder	Light		闇	物
50	–	–	–	–	–		–	–
弱	–	–	–	弱	強		–	–
50	30	–	–	100	70	–	30	–

Special Attack
Thunder Blade
–
–

NO. 029 Woodcarla

HP/32250 TP/0 EXP/1262 ガルド/12820

BB/42/05/Drops/Apple Prune Mels Items/

Euclid

Defense Attribute								
無	Earth	Water	Fire, Wind, Thunder, Light				Material	
–	70	–	–	–	–	–	–	
–	弱	弱	弱	–	–	–	–	
–	70	70	40	30	–	–	–	

Special attack
Apple Rio
–
–

NO. 030 Wolfsbane

HP/2690 TP/0 EXP/159 Gald / 369/ 40

Drops/Lettuce and Cordyceps

Stealable Item/

Trent Forest

Defense Attribute								
Solid Color	Water	Fire	風	Light	4		闇	物
–	0	–	–	–	–		–	–
–	弱	弱	弱	–	–		–	–
–	40	50	60	50	–	–	–	–

Special attack
–
–
–

2031 Undine

HP/6450 TP/3000 EXP/999 ガルド/8888
攻撃属性/水 攻撃/250 防御/100 回避/35
重量/2 時間停止/× 状態/—
Drops/Laper Onis drops/
J
出現場所/Past 食倉洞

無	地	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	弱	弱	–	弱	–	–	–
–	–	100	50	–	20	–	–	–

Special attack

Ice Tornado
Ice Needle
Heel

NO.037 Oakhult

HP/2300 TP/0 EXP/201 ガルド/864
攻撃属性/地 Attack / 防御/27 回避/10
重量/4 時間停止/0990 状態/—
Dropped Items/Apple
Items/
出現場所/過去 Demeter's 館

Solid	水	火	風	雷	光	闇	物
–	40	–	–	–	–	–	–
–	弱	弱	弱	–	–	–	–
–	40	40	70	50	–	–	–

Special attack

Apple 乱舞
—
—

NO.032 Air Giant

HP/34500 TP/0 EXP/4960 Gald B / 16950
攻撃属性/— 攻撃/555 W/199 回避/35
28/3/08/D 無限 Item/Pickle
Stone Drop Item/
J
出現場所/未来 Euclid 封結場

Plain	Water	Fire	風	雷	光	闇	物
–	–	–	70	–	–	–	30
–	–	–	–	–	–	–	強
–	–	–	–	–	–	–	50

Special attack

—
—
—

2038 Odin

HP/100000 TP/10000 EXP/3000 Gald / 3000
攻撃属性/火 攻撃/800 防御/600 回避/10
重量/4 時間停止/× 状態/—
Drops /—
Dyeable Item/—
出現場所/Dimmed 月

None	Earth	Water	Fire	Wind	Thunder	Light	闇
50	50	50	50	50	50	–	50
–	–	–	–	–	–	弱	–
–	–	–	–	–	–	100	–

Special attack

Indignation
God Bless
—

NO.033 Okiyo

HP/15500 TP/0 EXP/6000 Gald/5000
攻撃属性/闇 攻撃/450 防御/200 回避/200
重量/2 時間停止/○ 状態/両
Dropping Item/Ukiyoe
Stealable Item/—
出現場所/未来 Euclid 封結場

Plain	Water	Fire	風	Lightning	闇	物
–	–	–	–	–	–	–
–	–	–	–	弱	弱	–
–	–	–	–	40	60	10

Special attack

—
—
—

2039 Kage

HP/4800 TP/0 EXP/232 Gald/TT
攻撃属性/闇 攻撃/222 防御/90 回避/100
重量/2 時間停止/○ 状態/両
Drops/Rice Rebirth Doll Dye Ite
m/—
出現場所/Past Dhaos 城

No	Earth	Water	Fire	Wind	Thunder	or Light	物
–	–	–	–	–	–	–	60
–	–	–	–	–	–	弱	弱
–	–	–	–	–	–	40	60

Special attack

—
—
—

NO.034 Origin

HP/45000 TP/3000 EXP/6705 ガルド/8888
攻撃属性/— 攻撃/435 防御/200 回避/10
重量/2 時間停止/× 状態/—
Dropping Item/? Merciless Bow
Melt Items/—
出現場所/Future Torrent Forest

無	地	Water	Fire	雷	光	闇	物
–	Wind	50	50	30	50	–	50
弱	–	–	–	–	–	弱	–
100	–	–	–	–	–	100	–

Special attack

Galaippa
—
—

NO.040 Crab

HP/300 TP/D1984/ EXP/1 Gald/1
- 29/0// × Items dr 防御/120 回避/10
opped based on status/ /
Octopus Squid Dye Ite
ms/Shrimp
出現場所/Past Special attack with Aif 海岸
reed

無	Earth	Water	Fire	Wind	Thunder	Light	闇	
90	90	–	90	90	90	90	90	70
弱	弱	弱	弱	弱	弱	弱	弱	弱
90	90	100	90	90	90	90	90	90

Special attack

—
—
—

NO.035 Ogre

HP/3980 TP/0 EXP/158 Gald / 321
攻撃属性/地 攻撃/155 防御/63 回避/40
重量/3 時間停止/○ 状態/—
Drops/Beef
J Pride Sword 2800
出現場所/過去 Moria 沈黙

Plain	Water	Fire	風	Lightning	闇	物
–	40	–	–	–	–	–
–	弱	–	–	弱	弱	–
–	40	–	50	–	60	40

Special attack

—
—
—

NO.041 Garian Sword

HP/27850 TP/0 EXP/4444 ガルド/8888
攻撃属性/— 攻撃/522 防御/193 回避/400
重量/2 時間停止/○ 状態/—
Drops/—
Dyeable Item/—
出現場所/未来 Euclid 封結場

Plain	Water	Fire	Wind	Thunder	Light	Dragon	物
30	30	30	30	30	30	–	30
–	–	–	–	–	弱	弱	–
–	–	–	–	–	30	100	–

Special attack

—
—
—

NO.036 Oak Jelly

HP/1230 TP/0 EXP/27 Gald/38
攻撃属性/水 攻撃/97 防御/46 回避/15
重量/1 時間停止/○ 状態/—
Drops/Apple Gel
Melt Items/—
出現場所/Past Moria 沈黙

Solid	Water and Fire	風	雷	光	闇	物
–	40	–	–	–	–	20
–	弱	弱	弱	–	弱	弱
–	40	60	30	–	40	30

Special attack

—
—
—

2042 Gulfbeast

HP/41000 TP/0 EXP/5000 Gald 10000
攻撃属性/— 攻撃/538 防御/250 回避/80
重量/4 時間停止/○ 状態/—
Drop Item/M
J elt Item/—
出現場所/Future Euclid Techn ique 月

無	Earth	Water	Fire	風	雷	Light	闇	
–	–	–	–	–	–	–	70	10
–	–	–	–	弱	弱	–	弱	–
–	–	–	30	–	30	–	70	–

Special attack

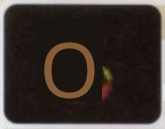
—
—
—

NO. 043 Carcass

HP/2760 TP/0 EXP/273 Gald/800
攻撃属性/闇 攻撃/155 防御/71 回避/55
重量/ P Stop Rate/ Items dropped by Mabi/Items to obtain Liqueu r Bottle/
出現場所/未 Vo ルトの洞窟

Plain	Water	Fire	風	Lightning		闇	物
–	–	–	–	–	–	50	–
–	–	–	–	–	弱	強	–
–	–	–	–	–	50	50	–

Special attack



NO. 049 King Cobra

HP/1960 TP/0 EXP/22 Gald/48
攻撃属性/– 攻撃/130 防御/71 回避/60
8/12/08/Drop Items/Specta cles Drop Items/
出現場所/未来山道

防御属性							
無	Earth, Water, Fire, Wind			雷	Koyo		物
–	–	–	–	–	–	–	–
–	–	–	弱	–	–	–	–
–	–	–	50	–	–	–	–

Special attack

NO. 2044 Karkaa

HP/3120 TP/0 EXP/54 Gald/10
攻撃属性/風 Attack/16 BB/84B/1/0 回避/95
/-Drop Item/Chicken, Eggs Ite m/
出現場所/ Future Great Ethereal

Plain	Water	Fire	風	雷	光	闇	物
–	–	–	50	–	–	50	–
–	弱	–	弱	強	–	弱	強
–	50	–	50	50	–	50	50

Special attack

NO. 2050 Queen Bee

HP/3800 TP/0 EXP/99 Gald/185
攻撃属性/– 攻撃/380 防御/200 回避/1000
重量/2 時間停止/ / Status / Paralysis
Drops/Steals /
出現場所/ Future Euclid Technic

無	Land	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	弱	–	–	–	–	–
–	–	–	40	–	–	–	–	–

Special attack

NO. 2045 Gargoyle

HP/17150 TP/1000 EXP/964 Gald / 4400
攻撃属性/闇 攻撃/531 防御/222 回避/65
BR/3 2/0 Drop Item/ 状態/麻痺
Rune Bottle Item/
出現場所/ Unknown

Plain	Earth, Water, Fire, Wind, and Thunder							物
Light, Eunuch	20	20	20	20	20	20	20	60
–	–	–	–	–	–	弱	強	–
–	–	–	–	–	–	50	50	–

Special attack

Explode –
God Press –

NO. 051 Kunoichi

HP/4500 TP/0 EXP/Chap Gald/1000
攻撃属性/闇 ter 505/357 DR/O 回避/100
重量/2 時間停止/ #8/
Drops/Rice, Ukiyoe Meru Items/
出現場所/ Future Cave

無	地	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	60	–
–	–	–	–	–	–	弱	強	–
–	–	–	–	–	–	40	60	–

Special attack

NO. 046 Kiyomasa

HP/28700 TP/0 EXP/3800 Gald/4800 Attac k/649 HW/24055EB/2//-
時間停止/
Drops Item/? Cent Rapier Character Design
Item/Earthenware Pot
出現場所/ Utopia Morea - 武道 間

Plain	Water	火	風	雷	光	闇	物
–	–	–	–	–	–	–	40
–	–	–	–	–	–	–	強
–	–	–	–	–	–	–	50

Special attack

NO. 2052 Kraken

HP/10500 TP/0 EXP/1010 Gald / 1200
攻撃属性/水 攻撃/355 防御/160 回避/40
重量/3 時間停止/○ 状態/–
Drops/Squid and Octopus
Dyeable Items/
出現場所/未 Euclid 鉄鉄場

無	Earth, Water, Fire		風	雷	光	闇	物
–	–	70	–	–	–	–	–
–	–	弱	弱	–	弱	–	–
–	–	70	30	–	20	–	–

Special attack

○ 047 Killer Owl

HP/180 TP/O/ EXP/13 Gald/16
攻撃属性/風 63 BR/198/2/0/-D 回避/90
rop Item/Chicken Egg Item to Melt/
出現場所/ Location Round Beladam

無	Earth, Water, Fire, Wind			雷	光	闇	物
–	–	–	40	–	–	–	–
–	弱	–	弱	強	–	–	–
–	60	–	60	40	–	–	–

Special attack

NO. 053 Grizzly

HP/9680 TP/0 EXP/570 Gald/100/40
攻撃属性/– 攻撃/385 防御/100 回避/
重量/3 時間停止/○ 状態/–
Drops/Fur
Melt Items/
出現場所/ Future Torrent Forest

No attribute	Water	Fire	Wind	雷	光	闇	物
–	–	–	–	–	–	–	–
–	–	–	弱	–	–	–	–
–	–	–	50	–	–	–	–

Special attack

NO. 048 Killer Bee

HP/1250 TP/0 EXP/8 Gald/13
攻撃属性/– 攻撃/120 防御/68 回避/105
重量/2 時間停止/○ 状態/ 両
Item Part
Damaging Item/
出現場所/未 Miguel 海辺

無	Land	Water, Fire, Wind		雷	Light	闇	物
–	–	–	–	–	–	–	–
–	–	–	弱	–	–	–	–
–	–	–	50	–	–	–	–

Special attack

NO. 054 Green Roper

HP/1870 TP/0 EXP/54 Gald 133
攻撃属性/– 攻撃/100 防御/53 回避/10
8/2 E/O Drop Item/Man acea Bottle
出現場所/過去精霊の洞窟

無	地	Water and Fire	風	雷	Light	闇	物
–	–	–	–	–	–	–	–
–	–	–	弱	–	–	強	–
–	–	–	60	–	–	40	–

Special attack

2055 Clay Idol 1

HP/1 TP/1 EXP/1 Garde / 1BW/30

Drops! Mixed Gummies S

tealable Item/-

Defense Attribute								
無	Earth, Water, Fire, Wind, Thunder, Light						闇	物
100	100	100	100	100	100	100	100	100
–	–	–	–	–	–	–	–	–

Special attack
–
–
–

061 Caveman

HP/2340 TP/0 EXP/63 Gald / 129/ 40

8/2/0/-D	Item/Potato, BeefItem to merge/

Moria Railway

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
–	40	–	–	–	–	–	–	–
–	強	–	–	弱	–	弱	弱	–
–	40	–	–	60	–	60	40	–

Special attack
–
–
–

056 Clay Golem

HP/20250 TP/0 EXP/1818 ガルド/5006

4 Stop/Status

Dropped item/ volume

Dyeable Items/-

Euclid

Defense Attribute								
無	地	–	火	風	雷	光	闇	物
–	70	–	–	–	–	–	30	–
–	弱	–	–	弱	–	–	弱	–
–	70	–	–	30	–	–	30	–

Special attack
–
–
–

> 062 Gaze Hound

HP/2660 TP/0 EXP/138 Gald/285

3 /O Status / City/Stone

Drops/Panacea Bottle, Orange Gummy

Moria

Defense Attribute								
無	地	Water and Fire	火	風	Thunderbolt	Mansion		
–	40	–	–	–	–	–	–	–
–	弱	–	–	弱	–	–	–	–
–	40	–	–	60	–	60	40	–

Special attack
–
–
–

NO. 057 Clay Demon

HP/250 TP/0 EXP/77 Gald / 420

Drops/Panacea Bottle, Spectacles Drops/-

Location/Underground Aqueduct

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	30	–
–	–	–	–	–	–	弱	弱	–
–	–	–	–	–	70	弱	30	–

Special attack
–
–
–

NO. 063 Cerberus

HP/42000 TP/0 EXP/7700 Gald / 8800

88/3E/O Dropped Ite m / Mixed Gummy Item

Moria Railway

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	70	–
–	–	–	強	–	–	弱	弱	–
–	–	–	50	–	–	30	70	–

Special attack
–
–
–

2058 Great Tusk

HP/28500 TP/0 EXP/505 ガルド/1001

Drops Item/Ivory

Dyeable Items/-

Euclid

Defense Attribute								
無	Earth, Water, Fire, Wind				雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–	–
–	–	–	弱	–	–	–	–	–
–	–	–	30	–	–	–	–	–

Special attack
–
–
–

NO. 064 Cocadrille

HP/5300 TP/0 EXP/464 ガルド/2870

2/0 #5/5

Drops/Basilisc Locco

Melt Items/-

Future Playland

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
–	50	–	–	–	–	–	20	–
–	強	–	弱	弱	–	–	強	–
–	50	–	70	50	–	–	50	–

Special attack
–
–
–

NO. 059 Ghoul

HP/185 TP/0 EXP/13 Gald/23

Drops/Panacea Bottle

Steal/-

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	30	–
–	–	–	–	–	–	弱	強	–
–	–	–	–	–	–	70	30	–

Special attack
–
–
–

NO 065 Kosuke

HP/5000 TP/0 EXP/5 Gald 10

/08/Droppe d Items/Pine Gummy

Item/Mask

Defense Attribute								
無	Earth, Water, Fire			風	雷	光	闇	物
–	–	–	–	–	–	–	–	10
–	–	–	–	–	–	–	強	強
–	–	–	–	–	–	40	50	10

Special Attack
–
–
–

2060 Cave Spider

HP/3210 TP/0 EXP/98 Gald/18/50

98/M 2/200 //

Drop Item/Liqueur Bottle

Acquire Item/-

Moria Orbit

Defense Attribute								
無	地	水	Fire Wind		雷	光	闇	物
–	–	–	–	–	–	–	40	–
–	強	–	–	–	–	弱	強	–
–	40	–	60	60	–	60	40	–

Special attack
–
–
–

2,066 Gold Dragon

HP/13,800 TP/0 EXP/3,805 Gald 11,200/2

/0 B/30

18/4 09/08/12 Dropped Item/Long Sword・? Holy Sword Item/

Future

Defense Attribute								
無	地	Water and Fire		風	Lightning		闇	物
–	–	–	–	–	–	–	–	–
–	強	–	強	–	弱	弱	弱	–
–	50	–	50	–	50	100	40	–

Special attack
–
–
–

*1 Clay Idols nullify 100% of non-elemental attacks, but are vulnerable to the Tractor Beam spell.

2067 Golem

HP/470 TP/0 EXP/186 Gald / 410B/ 15
/4/Stat0/3
Drops/Holy Bottle, Orange Gummy
Melt Items/

"Bulletproof" attribute							
無	地	水	火	風	雷	Lightfly	物
–	30	–	–	–	–	–	10
–	弱 30	–	–	弱 70	–	–	–

Special attack
Machine Gun Knuckle
–
–

NO. 073 Samael

HP/19900 TP/1200D EXP/2230 Gald / 750
AY/W W/395BR/2/ 0/Items 15 Stolen/Items with at inflict Paralysis/

Non-attribute	Water	Thund er	Light				闇	物
–	–	–	–	20	20	20	30	70

Special attack
Earthquake
Summon Demon
–

NO. 068 Psychic

HP/2050 TP/350 EXP/245 Gald/423
Drops/Protect Ring, Rune Bottle
Item/Quicksilver

Water and Fire				Lightning Flash Explosion				物
20	20	20	20	20	20	20	20	–
–	–	–	–	–	–	–	弱 30	–

Special attack
Cure
Squeaky Hammer
Ray

2074 Samurai

HP/5500 TP/0 EXP/390 Gald/1234/50
Drops/Rice Slayer Sword drops
Dhaos

Solid Color Water Fire							闇	物
–	–	–	–	–	–	–	–	10
–	–	–	–	–	–	–	–	弱 10

Special attack
–
–
–

069 Saizo

HP/30000 TP/0 EXP/25 Gald / 50
1989/M 29/500BR/2 0/0 Drops item/Mir acle Gummy
Item/Mask

Earth, Water, Fire				Lightning			闇	物
–	–	–	–	–	–	–	–	10
–	–	–	–	–	–	–	–	–
–	–	–	–	–	弱 40	弱 50	弱 40	–

Special attack
–
–
–

2075 Thunder Dragon

HP/11500 TP/0 EXP/777 Gald/7770/3
Items dropped/?Battle Axe+?Strike Axe items to a cquire/
Vault's

Earth, Water, Fire							闇	物
–	–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–	–
–	弱 40	弱 30	–	–	弱 100	弱 40	弱 40	–

Special attack
–
–
–

2070 Sidewinder

HP/780 TP/0 EXP/24 Gald / 37
2939/- 28/67//Dro p Item/Stealing 2 e Gelltem to obtain
Playland

Plain	Water	Fire				Light	Water
–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–
–	–	弱 40	弱 40	–	–	–	–

Special attack
–
–
–

2076 Shade

HP/1720 TP/100 EXP/83 Gald/115/ 75
Drops/Rune Bottle Item
Drops/
Last 12

Plain	Water	Fire					闇	物
–	–	–	–	–	–	–	50	10
–	–	–	–	–	–	–	弱 50	弱 50	弱 20

Special attack
Stone Blast
Tractor Beam
–

2071 Sakon

HP/17500 TP/0 EXP/2105 Gald/3200/7 5
Drops Item/? Duel Sword Kyarakou
Item/Earthenware Pot

Earth, Water, Fire							闇	物
–	–	–	–	–	–	–	–	20
–	–	–	–	–	–	–	–	弱 40

Special attack
–
–
–

2077 Jackal

HP/230 TP/0 EXP/18 Gald/22
Drops/Orange Gu Spectacles
Euclid

Wind	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–
–	–	–	弱 60	–	–	–	–

Special attack
–
–
–

072 Sasuke

HP/50000 TP/0 EXP/50 Gald/100B/ 200
Drops/Miracle Gummy
Stealable item/Mask

Earth, Water, Fire							闇	物
–	–	–	–	–	–	–	–	10
–	–	–	–	–	–	–	–	–
–	–	–	–	–	弱 40	弱 50	弱 50	–

Special attack
–
–
–

2078 Jack O'Lantern

HP/38700 TP/300 EXP/6900 Gald/9,800
Drops/Cucumber, Tomato
Melt Items/

Earth, Water, Fire, Wind							闇	物
–	70	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–	–
–	弱 70	弱 70	弱 40	弱 30	–	–	–	–

Special attack
Rocky Mountain
–
–

2079 Shaitan

HP/9200 TP/250 EXP/894 ガルド/6780
攻撃属性/— 攻撃/320 防御/130 回避/40
重量/3 時間停止/○ 状態/—
Drops/Holy Bottle
Melt Items/—
出現場所/未実装 Cloisters 前

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
—	—	—	—	60	—	—	—	20
—	—	—	—	—	—	—	—	強
—	—	—	—	—	—	—	—	40

Special attack
—
—
—

085 Silver Dragon

HP/8880 TP/0 EXP/888 Gald/4440
攻撃属性/— 攻撃/420 防御/105 回避/20
重量/4 時間停止/○ 状態/—
Drops/Mix Gummy Item
Steal/—
出現場所/ヴァルハラ平原

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
—	—	—	—	—	—	—	—	—
—	強	—	強	弱	強	弱	強	—
—	30	—	40	40	30	70	30	—

Special attack
—
—
—

2080 Jamil

HP/3500 TP/1500 EXP/666 ガルド/8753
攻撃属性/— 攻撃/80 防御/65 回避/60
BR/3 2/08/Drop Item/Black Onyx Dye Item/
出現場所/Past Alvanista Castle

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
—	—	—	—	—	—	—	50	20
—	—	—	—	—	—	弱	弱	弱
—	—	—	—	—	—	50	50	30

Special attack
Grape
[Summon Demon
—

086 Gin

HP/7100 TP/1003935 EXP/582 Gald/3230
/- 89/270B/3/08/Drop Item/Heavy Boots Item/
出現場所/ Daos Castle

Defense Attribute								
無	Earth	Water	Fire	Wind	Thunder	Light	Darkness	Matter - Tractor Beam
—	—	—	—	50	—	—	—	10
—	—	—	—	—	—	—	—	弱
—	—	—	—	—	—	—	—	30

Special attack
—
—
—

081 Shaman

HP/2250 TP/280 EXP/113 Gald/308
攻撃属性/— 攻撃/120 防御/85 回避/55
重量/2 時間停止/○ 状態/—
Dropped Items/Reversed Doll Uchu Kasoum
Steal Items/—
出現場所/ Midgards 大陸中部

Defense Attribute								
無	Earth	Water	Fire	Wind	雷	光	闇	物
—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	弱
—	—	—	—	—	—	—	—	30

Special attack
[Grape
—
—

087 Jingasa

HP/10000 TP/0 EXP/10 Gald/20
攻撃属性/— 攻撃/430 防御/320 回避/200
重量/2 時間停止/○ 状態/毒
Drops/Pine Gummy
Stealable item/Mask
出現場所/ Future Ninja's 里

Defense or Sex								
Plain	Water	Fire	風	雷	光	闇	物	
—	—	—	—	—	—	—	10	
—	—	—	—	弱	弱	弱	—	
—	—	—	—	40	50	20	—	

Special attack
—
—
—

082 Tada

HP/4500 TP/0 EXP/108 Gald/125
攻撃属性/— 攻撃/250 防御/100 回避/35
重量/3 時間停止/○ 状態/—
Drops/Mix Gummy
Melt Items/—
Appear/Tador 出現

Defense Attribute								
無	Earth	Water	Fire	Wind	雷	光	闇	物
—	—	—	—	40	—	—	—	—
—	—	—	—	—	—	—	—	弱
—	—	—	—	—	—	—	—	20

Special attack
—
—
—

088 Sea Slug

HP/860 TP/0 EXP/13 Gald/1381
攻撃属性/水 攻撃/85 防御/40 S
重量/0/0/Drop Item/ 出現
Steal Item/-
出現場所/ 過去浸食洞

Defense Attribute								
無	地	Water and Fire	風	Lightning	闇	物		
—	—	—	—	—	—	—		
—	—	弱	弱	弱	弱	—		
—	—	40	60	—	30	—	40	—

Special attack
—
—
—

083 Chevalier

HP/5500 TP/0 EXP/296 Garde/583
攻撃属性/— 攻撃/201 防御/90 B/70
重量/2 時間停止/○ 状態/—
Drops/Wazir Rapier
Steal Item/—
出現場所/ Euclid 聖杯場

Defense Attribute								
No attribute	Water	Fire	Wind	雷	光	闇	物	
—	—	—	—	—	40	—	10	
—	—	—	—	—	弱	—	弱	
—	—	—	—	—	40	—	10	

Special attack
—
—
—

089 Scavenger

HP/2300 TP/0 EXP/24 Gald/46
攻撃属性/風 攻撃/134 防御/70 108
BB/2 9/08/Drop Item/Chicken/Egg Stealable Item/
出現場所/未実装 Lone Valley 跡

Defense Attribute								
Plain	Water	Fire	Wind	Thunder	Light	闇	物	
—	—	—	—	—	50	—	—	
—	It	—	弱	弱	—	—	—	
—	em50	-50	50	—	—	—	—	

Special attack
—
—
—

084 Juzo

HP/20000 TP/0 EXP/15 ガルド/30
攻撃属性/— 攻撃/400 防御/340 回避/200
重量/2 時間停止/○ 状態/毒
Drops/Pine Gummy
Stealable item/Mask
出現場所/ 王都西の塔

Defense Attribute								
無	Earth	Water	Fire	Wind	Thunder	Light	闇	物
—	—	—	—	—	—	—	—	10
—	—	—	—	—	—	弱	弱	弱
—	—	—	—	—	—	40	50	30

Special attack
—
—
—

090 Scout

HP/2690 TP/0 EXP/371 Gald/550[
攻撃属性/— 攻撃/191 防御/80 55
重量/2 時間停止/○ 状態/—
Drops/Self Bow, L, Sand Spread
Stealable item/
出現場所/ Location/Northern Future Midgard Continent

Defense Attribute								
無	地	Water	Fire	Wind	Lightning	光	闇	物
—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	弱
—	—	—	—	—	—	—	—	10

Special attack
—
—
—

2091 Squid

HP/2500 TP/0 EXP/96 Gard / 24
BBW/30
Drops/Items to collect

無	地	水	火	風	雷	光	闇	物
–	–	40	–	–	–	–	–	–
–	–	弱	弱	–	弱	–	–	–
–	–	50	60	–	30	–	–	–

Special Attack

2092 Skeleton

HP/200 TP/0 EXP/18 Gald / 52
Drops/Apple Gummy, Long Sword

無	水	火	風	Lightning	闇	物
–	–	–	–	–	30	–
–	–	–	–	弱	弱	–
–	–	–	–	70	30	–

Special attack

2093 Skeleton King

HP/19800 TP/0 EXP/2525
1/2 W/O K Drop Item/?
Long Sword

No attribute	Water	Fire	Wind	雷	Light Interval	物
–	–	–	–	–	70	–
–	–	–	–	弱	弱	–
–	–	–	–	30	70	–

Special attack

094 Starfish

HP/1350 TP/0 EXP/88
/ Time Stop Stone / Paralysis

無	Earth, Water, Fire	風	雷	Kouka	物
–	–	40	–	–	–
–	–	弱	弱	–	–
–	–	40	60	–	30

Special attack

095 Storm Rider

HP/29,800 TP/10,003,0 EXP/16.17M
Drops/Self Bow Crescent Arrow Drops/

無	Earth, Water, Fire, Wind,	光	闇	物
Thunder	30 30 30 30 50 50 30	–	–	–
–	–	弱	弱	–
–	–	50	–	–
		50	50	50
		50	100	

Special attack
Explode
Tidal Wave

096 Snow Panini

HP/2220 TP/0 EXP/43 Gald/60M
Drops/Fur

無	Earth, Water, Fire	風	雷	光	闇	物
–	–	–	–	–	–	–
–	–	弱	–	–	–	–
–	–	60	–	–	–	–

Special attack

097 Specter

HP/3530 /250 EXP/365SAT/
/145 /Status/ Paralysis
Drops Item/Rune Bottle

無	Earth, Water, Fire	風	雷	光	闇	物
–	–	–	–	–	50	20
–	–	–	–	弱	弱	–
–	–	–	–	50	50	40

Special attack
Tenbest
Rocky Mountain

098 Slime

HP/80 TP/0 EXP/6 Gald/B
B/10
Drops/Apple Gel

無	Earth, Water, Fire	風	雷	光	闇	物
–	–	30	–	–	–	–
–	–	弱	弱	–	–	–
–	–	30	70	–	40	–

Special attack

099 Superstar

HP/18500 TP/0 EXP/1919 Gardo/2828/
Drops/Sanko, Shrimp

無	地	Water and Ice	風	雷	光	闇	物
–	–	70	–	–	–	–	–
–	–	弱	弱	–	–	–	–
–	–	70	30	–	20	–	–

Special attack
Whirlpool Upper
Namikiri Kick

100 Sirens

HP/3010 TP/0 EXP/185 Gald / 132
2005/W/ BB/74BB/2//D Dro
p Item/Apple Gummy

無	Earth, Water, Fire	風	雷	闇	物
–	–	–	–	–	–
–	–	弱	–	–	–
–	–	50	–	–	–

Special attack
Future Loan Valley

101 Zombies

HP/8800 TP/0 EXP/387
Drop Item/Panacea Bottle
Steal Item/

無	地	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	70	–
–	–	–	–	–	–	–	弱	–
–	–	–	–	–	–	–	30	70

Special attack

102 Zombie Giant

HP/19800 TP/0 EXP/1051
Dropped state/
Item/

無	Earth, Water, Fire, Wind	風	雷	光	闇	物
–	–	–	–	–	70	30
–	–	–	–	–	弱	弱
–	–	70	–	30	70	30

Special attack

NO. 103 Sourceror

HP/2000 TP/250 EXP/84 Gald/171B
/Attack/1078/2/0/ 60 B/50
Dropped item? Rod Cloon Staff
Ghaos

Defense Attribute								Special attack
無	Earth, Water, Fire, Wind, Thunder					光	闇	物	Ice Tornado
10	10	10	10	10	10	10	–	–	
–	–	–	–	–	–	–	弱	40	Heel

Pos Hammer

NO. 104 Tyrant

HP/23,500 TP/0 EXP/2,828 MAY/8,787
/ 417 190 70
8/2/- Dropped item/? Cent
rair Rapier obtainable item/-
Future Euclid

Defense Attribute								Special attack
無	Earth, Water, Fire, Wind				雷	Bare legs	物	
–	–	–	–	–	–	50	–	20
–	–	–	–	–	–	弱	–	弱
						50		20

NO. 105 Chun-Chun

HP/2380 TP/0 EXP/27 Gardo / 47
/ 131 71 90
1 Drops/Chicken, Egg
Item/-
Loanvah

Defense and Attribute								Special attack
無	Land	Water and Sea		風	雷	Light	闇	物	
–	–	–	–	50	–	–	–	–	
–	弱	–	弱	弱	–	–	–	–	
–	50	–	50	50	–	–	–	–	

NO. 106 Depraved Monk

HP/2270 TP/250 EXP/85 Gald / 20
/ 115 /55/ 9B/50
2 Stat Arrows Paralysis
/Bread Talisman Item Acquisi
tion/
Location/Sec 12

Defense A									Special attack
ttributes	Plain	Water	Fire	Wind	Thunder	Light	Inter		Cyclone
nal Organs	10	10	10	10	10	10	10	–	
–	–	–	–	–	–	–	弱	40	Deep Mist

NO. 107 Dingo

HP/100 TP/0 EXP/5 Gald / 16
/ 32 9 60
2
Drops/Orange G
Melt Items/
Euclid University

Defense Attribute								Special attack
無	地	水	火	風	雷	Light	闇	物	
–	–	–	–	–	–	–	–	–	
–	–	–	–	弱	–	–	–	–	
				70					

NO. 108 Timberwolf

HP/2450 TP/0 EXP/34 Gald/61B
/ 140 72 B/75
2
Drops? Orange Gel
Dyeable Item/-
City/future North Euclid Large

Defense attribute								Special attack
Plain	Water	Fire	風				闇	物	
–	–	–	–	–	–	–	–	–	
–	–	–	弱	–	–	–	–	–	
			50						

NO. 109 Dessert King

HP/2850 TP/0 EXP/106 ガルド/161
/ 95 48 35
3
Drops/Liqueur Bottle, Apple Gummy
Melt Items/
Frayland

Defense Attribute								Special attack
無	地	水	火	風	雷	光	闇	物	
–	40	–	–	–	–	–	–	–	
–	弱	–	強	弱	–	–	–	–	
–	40	–	50	50	–	–	–	–	

NO. 110 Desert Fly

HP/860 TP/0 EXP/65 Gald / 87B
/ 95 37 /70
1
Drops/Spectacles
Melt Items/
Past Frayland Department

Defense Attribute								Special attack
無	Earth, Water, Fire			風	雷	Lightfly	物	
–	–	–	–	–	–	–	–	
–	–	–	–	弱	弱	–	–	
				40	40	40		

NO. 111 Death Stalker

HP/2020 TP/0 EXP/32 Gald/54
/ 147 77 40
1
Drops/Steals/
Location/Future Frayland

Defense Attribute								Special attack
無	Earth, Water, Fire			風	雷	光	闇	物	
–	–	–	–	–	–	–	–	–	
–	–	–	弱	–	–	–	–	–	
			50						

NO. 112 Demeter

HP/2600 TP/1200 EXP/390 Gald/5000
/ 75 90 95
28/2/0/-Item Acquisition/Vello
w Kings Item Acquisition/
Demeter's

Defense Attribute									Special attack
無	Earth	Water	Fire	Wind			闇	物	Summon Demon
Light	10	10	10	10	10	10	10	–	
–	–	–	–	–	–	–	弱	20	"Storm
									Helgem

NO. 113 Statue

HP/28,500 TP/0 EXP/ 9,000 Gald 5,000/
/ 500 230 200
2
Dropped item/Shamisen
Melt Items/
Euclid

Defense Attribute								Special attack
無	Earth, Water, Fire			風	雷	光	闇	物	
–	–	–	–	–	–	–	–	–	
–	–	–	–	–	–	弱	弱	–	
						40	60	20	

NO. 114 Doomguard

HP/5200 TP/0 EXP/315 Gald / 633
/ 225 95 70
2
Drops? Long Sword? Moon Falx Mells Item/-
Dorios

Defense Attribute								Special attack
No	Earth, Water, Fire, Wind, Thunder, Light, Darkness						物	
–	–	–	–	–	–	–	50	20
–	–	–	–	–	–	弱	弱	–
						40	50	

NO. 115 Doom Toad

HP/3540 TP/0 EXP/116 Gald/279

Item/

Melt Items/

Defense attribu

無 Earth, Water, Fire, Wind, Thunder, Light, Slime 闇 物

50 50 50 50

Special attack

NO. 121 Trent

HP/6700 TP/0 EXP/678 ガルド/3450

攻撃/356 防御/127 回避/20

BB/4 2/08 Dropped Item /

Apple Mangosteen Stealable I

tem / Gokutan

Future Yumir Forest

Wind Defense

Non-attribute, Earth, Water, Fire 風 雷 光 闇 物

50 50 60 40

Special attack

Apple Root

NO. 116 Draco Centauros

HP/6660 TP/300 EXP/444 Gald/2220

攻撃/321 防御/99 回避/20

Drops/Rune Bottle

Dyeable Item/-

Valhalla 平原

Defense attribute

無 Earth, Water, Fire 風 雷 光 闇 物

40 60

Special attack

Thunder Blade-

NO. 122 Troll

HP/5250 TP/0 EXP/531 ガルド/5310

攻撃/280 防御/77 回避/45

3/3 /08/Dr em/Pickle S

tone Item/-

Lone Valley

Defense attrib

無 地 水 stes: Fire, Wind, Thunder, Light, Slime

50 50 50

Special attack

NO. 117 Dragonewt

HP/4440 TP/0 EXP/222 Gald/444W

攻撃/176 防御/80 /35

Drops item/?Long Sword?Slayer Sword drops

item/-

Valhalla 平原

Defense attribute

無 地 Water and Fire 風 Lightning 闇 物

50 50 40 50 50

Special attack

NO. 123 Doll

HP/12600 TP/0 EXP/726 ガルド/1998

攻撃/399 防御/177 回避/80

Drops/Orange Gel

Stealable Items/-

zindel 時計塔

Defense Wind

無 Land Water Fire Wind 雷 光 闇 物

40

Special attack

NO. 118 Dragon Tooth

HP/3330 TP/0 EXP/111 Gald / 333

攻撃/173 防御/79 /50

Drops/Along Sword, Dragon Tooth

Stealable Items/

Valhalla 平原

Defense attribute

無 Earth, Water, Fire 風 雷 光 闇 物

50 50 50

Special attack

Double Slash

Screen Slash

NO. 124 Nightwing

HP/1050 TP/0 EXP/210 Gald / 432

攻撃/153 防御/74 回避/100

/ Status / Digging

Drops / Item

s to Bury /

Future Appearances 洞窟

Defense Attribute

無 Earth, Water, Fire, Wind, Lightning 闇 物

100

50

Special attack

NO. 119 Dragon Knight

HP/1650 TP/0 EXP/55 Gard/77

攻撃/ 20/90BR/2 防御/45 B36

/0/Drop Rare Bottle

Dyeable Item/-

Defense Attribute

無 Earth Water 火 風 雷 光 闇 物

60 40 40 40 40

Special attack

NO. 125 Nightmare

HP/3980 TP/350 EXP/311 Gardo/1914

攻撃/167 防御/99 回避/90

Item/Rouge Bottle

Melt Items/

Future 12

Defense attribute

無 Earth, Water, Fire, Wind, Lightning 闇 物

50 20

50 50 50

Special attack

Thunder Blade -

Firestorm-

NO. 120 Dragonfly

HP/690 TP/0 EXP/45 Gald/ 99

攻撃/100 防御/53 回避/80

Drops/Item/Spectacle

Melt Items/

Ymir Furuhashi's 森

Defense attribute

Solid Water, Fire, Wind, Thunder, Light 闇 物

50 40

Special attack

NO. 126 Ninja Master

HP/7800 TP/0 EXP/707 Gald/1550

攻撃/480 防御/110 回避/110

Item/Rice, Key Claw

Items to enjoy/shamison

Future Dance 城

Defense Attribute

Plain Water Fire 風 Lightning 闇 物

70

30 70

Special attack

NO. 127 Nebiros

HP/4240 TP/800 EXP/383 Gardo/1430

Drops/Spectacles Rune Bottle

Melt Items/Wall

Future

Defense Attribute							
無	地	Water and Fire	風	雷	光	闇	物
–	–	–	–	–	–	50	–
–	–	–	–	–	弱	強	–
–	–	–	–	–	50	50	–

Special attack
Thunder Blade -
Maelstrom
–

NO. 128 Nocturnal Fly

HP/10750 TP/0 EXP/664 ガルド/1968

Drops/Mix Gummy

Melt Items/

Future Torrent's

Defense Attribute							
Plain	Water	Fire	風	Lightning		闇	物
–	–	–	–	–	–	70	–
–	–	弱	–	–	弱	強	–
–	–	40	–	–	40	70	–

Special attack
–
–
–

NO. 129 Gnomes

HP/3400 TP/0 EXP/2222 ガルド/12345

Drop Item/

Pin-up Mag//Stealable It em/

Future

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	弱	–	–	弱	–	–	–	–
–	100	–	–	50	–	–	–	–

Special attack
–
–
–

NO. 130 Python

HP/195 TP/0 EXP/11 Gardo/13

Status:-

Drops/Apple Gel

Melt Items/

Spot: Forest

Defense Attribute							
Plain	Water	Fire	風			闇	物
–	–	–	–	–	–	–	–
–	–	弱	–	–	–	–	–
–	–	60	–	–	–	–	–

Special attack
–
–
–

NO. 131 Bugbear

HP/65 TP/0 EXP/4 Gald/7

Melt Items/

Location/Around Modern Toits

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	弱	–	–	–	–	–
–	–	–	70	–	–	–	–	–

Special attack
–
–
–

NO. 132 Basilisk

HP/4850 TP/0 EXP/384 Gald/688

Drop Item / Basilisk Scale

Melt Items/

Past Playland East

Defense Attribute								
無	Earth, Water, Fire, Wind, Light						闇	物
–	40	–	–	–	–	–	–	20
–	弱	弱	弱	弱	–	–	–	強
–	40	40	60	60	–	–	–	40

Special attack
–
–
–

NO. 133 Basilisk King

HP/21850 TP/0 EP/5665 Guard/6556

Dropped item/Basilisk scale

Melt Items/

Future Euclid

Defense Attribute							
無	地	Water and Fire	風	雷	Luminous Object		物
–	70	–	–	–	–	–	30
–	弱	–	弱	–	–	–	強
–	70	–	80	30	–	–	50

Special attack
Petrification Ray
–
–
–

NO. 134 Badah

HP/2100 TP/0 EXP/47 Gald/10

Drops Item/Cheese Spectacles

Dyeable Item/

Miguel's Villa

Defense Attribute							
無	地	Water and Fire	風	雷	光	闇	物
–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–
–	–	–	–	–	50	–	–

Special attack
–
–
–

NO. 135 Hatamoto

HP/6700 TP/0 EXP/369 Gald/2468

Drops/Rice Damascus Sword

Drops/Rakuu

Future Volt's

Defense Attribute								
無	地	水	火	風	雷	Bare legs		物
–	–	–	–	–	–	–	–	10
–	–	–	–	–	–	–	–	強
–	–	–	–	–	–	–	–	20

Special attack
–
–
–

NO. 136 Balrog

HP/9550 TP/600 EXP/1414 Gald/9630

Drops item/?Long Sword?Flare Pazzerado drops

Melt Items/

Defense Attribute								
Solid		水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	弱	弱	–	–	弱	弱	–
–	–	50	100	–	–	50	100	–

Special attack
[Explode
Firestorm
–

NO. 137 Banshee

HP/23,500 TP/0 EXP/2000 Gald/2000

Drops/Strawberry, Banana

Steals/Teacup

Defense Attribute								
Solid		水	火	風	雷	Light	闇	物
–	–	–	–	–	–	–	70	–
–	–	–	–	–	–	弱	強	–
–	–	–	–	–	–	30	70	–

Special attack
–
–
–

NO. 138 Hanzo

HP/13,800 TP/0 EXP/1601 ガルド/1968

Drops/Rice Revers Doll

Dyeable Item/

Future Daos

Defense Attribute								
Solid	Color	Water	Fire	風	雷	光	闇	物
–	–	–	–	–	–	–	70	10
–	–	–	–	–	–	弱	強	強
–	–	–	–	–	–	30	70	10

Special attack
–
–
–

NO. 139 Pumpkin King

HP/22500 TP/0 EXP/6776 ガルド/9889
攻撃属性/地 攻撃/456/2 防御/213 回避/25
BR/2/0/Dropped Item/C
ucumber and Tomato
Dye Items/
出現場所/未Euclid 戦闘場

無	Earth	Water	Fire	風	Lightning	闇	物
–	70	–	–	–	–	–	–
–	弱	弱	弱	弱	–	–	弱
–	70	70	40	30	–	–	20

Special attack

NO. 140 Burning Dead

HP/1480 TP/0 EXP/44 Gald / 6
攻撃属性/火 攻撃/86 防御/43 6BW/45
重量/2 時間停止/○ 状態/–
Drops/Orange Gel
Melt Items/
出現場所/過去 Future 回避

Solid	Color	Water	Fire	風	光	闇	物
–	–	–	40	–	–	–	–
–	–	弱	強	–	弱	弱	–
–	–	60	40	–	50	40	–

Special attack

NO. 141 Harpie

HP/255 TP/0 EXP/21 Gald/27
攻撃属性/風 攻撃/77 防御/22 回避/70
重量/2 時間停止/○ 状態/–
Drops/Orange Gummy, Banacea Bottle
Item/
出現場所/過去 Lone Valley

Plain	Water	Fire	風	雷	Light	闇	物
–	–	–	40	–	–	–	–
–	弱	–	強	–	–	–	–
–	60	–	40	–	–	–	–

Special attack

NO. 142 Bishop

HP/2940 TP/360 EXP/264 Gald/ 68
攻撃属性/– 攻撃/130 防御/80 回避/55
重量/2 時間停止/○ 状態/–
Drops/Fruta Talisman, Rune Bottle I
tem/Pred
出現場所/Figure 12 破壊の跡

No attribute	Water	Fire	Wind	雷	光	闇	物
30	30	30	30	30	30	30	–
–	–	–	–	–	–	–	弱
–	–	–	–	–	–	–	20

Special attack
Cure
Ray

NO. 143 Bigfoot

HP/38,500 TP/0 EXP/4,000/ Gald/ 12,000
攻撃属性/– 攻撃/638 防御/222 回避/25
重量/3 時間停止/ / Status/
Drop Item/Ivory
Dyeable Item/-
出現場所/未Moria Railway 下層

Plain	Water	Fire	風	雷	Light	闇	物
–	–	–	–	–	–	–	10
–	–	弱	弱	–	–	–	弱
–	–	70	50	–	–	–	10

Special attack

NO. 144 Piyopiyo

/225 TP/OSAS/
_/74BR/1/0/Drops/C
hicken Egg/Sealable Item
s/-
出現場所/過去 Lone Valley

Plain	Water	Fire	風			闇	物
–	–	–	40			–	–
–	弱	–	強	–	–	–	–
–	60	–	40	–	–	–	–

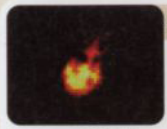
Special attack

NO. 145 Beast Master

HP/24700 TP/1000 EXP/2900 Gald/6020
攻撃属性/– 攻撃/606 防御/213 回避/50
重量/2 時間停止/○ 状態/–
Drops/Self Bow L2 Berserk Arrow
Item/
出現場所/未Moria Railway 下層

Solid	水	Fire	風	雷	光	闇	物
–	–	–	–	–	70	30	–
–	–	–	–	–	弱	弱	–
–	–	–	–	–	30	70	30

Special attack
Summon Demon
Rocky Mountain



NO. 146 Firebug

HP/4760 TP/0 EXP/100 Gald/100
攻撃属性/火 攻撃/203 防御/130 回避/45
重/ / Dropped Items/
Melt Items/
出現場所/過去 Future

無	地	水	火	風	雷	光	闇	物
–	–	–	50	–	–	–	–	50
–	–	–	弱	弱	弱	–	–	弱
–	–	50	50	50	–	–	–	30

Special attack

NO. 147 Pharaoh

HP/25250 TP/0 EXP/3131 Gald/15150
攻撃属性/– 攻撃/452 防御/212 回避/45
重量/2 時間停止/○ 状態/– Mabi
Dropped Item/Panacea Bottle\"Acqui
red Item/
出現場所/未Euclid 戦闘場

無	Earth	Water	Fire	風	光	闇	物
–	–	–	–	–	70	–	–
–	弱	弱	弱	弱	弱	弱	–
–	–	–	40	–	30	70	–

Special attack
Item Hand
M Combination

NO. 148 Phantom

HP/2640 TP/150 EXP/133 Gardo/226
攻撃属性/– 攻撃/105 防御/85 回避/85
重量/2 時間停止/○ 状態/–
Drops/Rune Bottle Steala
ble Items/
出現場所/過去 Midgards

無	Earth	Water	Fire	風	Lightning	闇	物
–	–	–	–	–	–	50	20
–	–	–	–	–	弱	弱	弱
–	–	–	–	–	50	50	30

Special attack
Cyclone
Lightning

NO. 149 Phoenix

HP/32500 TP/0 EXP/3900 Gald/50/355/90
攻撃属性/火 攻撃/987 防御/– 回避/–
重量/2 時間停止/○ 状態/–
Drops/Pine Gummy
Melt Items/
出現場所/未Moria Railway 下層

無	地	Water	Fire	Wind	雷	光	闇	物
–	–	–	–	–	–	–	–	30
–	–	弱	弱	–	–	–	–	弱
–	–	40	100	–	–	–	–	40

Special attack

NO. 150 Fenbeast

HP/30000 TP/0 EXP/2400 Gald 12345
攻撃属性/– 攻撃/600 防御/256 回避/50
重量/4 時間停止/○ 状態/–
Drops/Packi
ng items/
出現場所/過去 Future 洞窟

Plain	Water	and	Fire	風	Lightning	闇	物
–	50	–	–	30	–	70	–
–	弱	弱	弱	弱	–	弱	–
–	50	100	40	20	–	30	70

Special attack

NO. 151 Bushwacker

HP/2020 TP/0 EXP/116 Gald/256WW/5
2089/- 20/130 BB/20BR/2 SE/08 0
/Drop Item/Pled Self Bow L
/Drop Item/-
Past Torent Forest

Defense Attribute							
Plain	Water	Fire	風	Lightning	闇	物	
–	–	–	–	–	–	–	
–	–	–	–	–	–	–	
–	–	–	–	–	–	弱	
–	–	–	–	–	–	10	

Special attack	
—	—
—	—
—	—

NO. 152 Brown Bear

HP/6960 TP/0 EXP/116 Gald/471
/– 220 77 30
/3 /○ /–
Drops/Orange Gel, Pelt
Item/ –
Trent Forest

Defense Attribute							
Plain	Water	Fire	風	雷	闇	物	
–	–	–	–	–	–	–	
–	–	–	–	–	–	–	
–	–	–	–	–	–	弱	
–	–	–	–	50	–	–	

Special attack	
—	—
—	—
—	—

NO. 153 Black Slime

HP/3980 TP/0 EXP/55R Gald/97B/
/– 229 W/84/ P 20
/1 /○ 状態 analysis
Dropped Item/Orange
Gel Item/ –
Future Midgards Continent

Defense Attribute							
無	地	Water and Fire	風	Lightning	闇	物	
–	–	50	–	–	–	40	
–	–	弱	弱	–	–	–	
–	–	50	50	20	–	–	

Special attack	
—	—
—	—
—	—

NO. 154 Black Dragon

HP/45500 TP/0 EXP/9800 Gald/12500
/– 999 620 40
/4 /○ 状態 / Mabi Exile
Drops/Mix Gummy
Melt Items/ –
Moria Railway 下層

Defense Attribute							
無	地	水	火	風	Lightning	闇	物
–	–	–	–	–	–	–	–
–	弱	弱	–	弱	–	弱	弱
–	60	50	–	50	–	30	70

Special attack	
—	—
—	—
—	—

NO. 155 Black Knight

HP/10050 TP/0 EXP/711 Gald/5300/7
/– 535 123 0
/2 /○ 状態/ –
Car and stealable items/Corsesca? Arcwind Stea
lable Items/-
Future Deos

Defense Attribute							
無	地	ex. Water, Fire, Wind, Thunder, Light				闇	物
–	–	–	–	–	–	50	20
–	–	–	–	–	–	弱	弱
–	–	–	–	–	–	40	50

Special attack	
—	—
—	—
—	—

NO. 156 Black Bat

HP/720 TP/0 EXP/14 Gald/23
/– 95 39 90
/1 /○ 状態/ –
Drops/
Dyeing Item/ –
暗闇の洞窟

Defense Attribute							
Solid Color	Water	Fire	風	Lightning	闇	物	
–	–	–	–	–	100	–	
–	–	–	–	–	弱	–	
–	–	–	–	–	60	–	

Special attack	
—	—
—	—
—	—

NO. 157 Bloodsucker

HP/1980 TP/0 EXP/33 Gald/30
/水 135 63 20
/ 0 /○ 状態/ 痛
Drops/
Dyeable Items/
未平定自治

Defense Attribute							
無	ex. Earth, Water, Fire, Wind, Thunder, Light, Lumen					闇	物
–	–	50	–	–	–	–	–
–	–	弱	弱	–	–	–	–
–	–	50	50	–	–	強	–

Special attack	
—	—
—	—
—	—

NO. 158 Flamberge

HP/45,200 TP/1,000 EXP/6,566 Gald/1,991
285/ 20/555/2022 state/ 60
/ /○ /×
Dropped Item: None
Dyeable Item/
未×

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	弱	弱	弱	–	強	–	–
–	–	30	100	30	–	70	–	–

Special attack	
Firestorm	—
—	—
—	—

NO. 159 Priestess

HP/2300 TP/300 EXP/109 Gald/30
/– 111 70 55
/2 /○ / Status/
Drops/Silver Cloak, Tapestry
Water Orb

Defense Attribute							
無	Earth, Water, Fire, Wind, Th					闇	物
under, Light 20 20 20 20 20 20 20 20							
–	–	–	–	–	–	弱	–
–	–	–	–	–	–	40	–

Special attack	
Cure	—
Tidal Wave	—
Piko Piko Hammer	—

NO. 160 Bリーブ

HP/2560 TP/0 EXP/90 Gald / 196
/* */149/72/ / Status/ Dro 45
p Item
Item/
Future

Defense Attribute								
無	地	Water Fire Wind Thunder Light Darkness						物
–	–	60	–	–	–	–	–	–
–	–	弱	弱	弱	–	弱	弱	–
–	–	50	60	–	20	–	20	–

Special attack	
—	—
—	—
—	—

No. 161 Blue Sylph

HP/300 TP/4000 EXP/111 Gald/222/8
/風 65 25 10
BB/4/08/D Item/Rune
Bottle
/ Lone Valley

Defense Attribute							
無	Earth, Water, Fire, Wind			雷	Hikari	Kiki	Nono
–	–	–	–	–	–	–	–
–	–	–	弱	–	–	–	–
–	30	–	–	100	–	–	–

Special attack	
Storm	—
—	—
—	—

NO. 162 Pluto

HP/45000 TP/3000 EXP/9900 Ghard/15500
/闇 789 363 30
/3 /× 状態/ 痛
Drops Item/? Doom Plaid
Melt Items/ –
Future Moria 氷遺下層

Defense Attribute								
無	Earth	Water	Fire	Wind	Thunder	Light	闇	物
50	50	50	50	50	50	50	–	–
–	–	–	–	–	–	–	弱	弱
–	–	–	–	–	–	–	30	100

Special attack	
Earthquake	—
Black Hole	—
—	—

NO. 163 Blue Roper

HP/5150 TP/0 EXP/211 ガルド/619
攻撃属性/— 攻撃/234 防御/100 回避/25
重量/2 時間停止/○ 状態/マヒ
Dropped Items/ —
Dyeable Items/ —
出現場所/ キス Midgar Large/Medium

Defense Attribute								Special attack	
無	Earth, Water, Fire, Wind, Lightning, Light, Darkness						物	Matter, Power Drain	—
—	—	—	—	—	—	—	—		—
—	—	—	—	—	—	—	弱		—
—	—	—	—	—	—	—	50		—

NO. 164 Flamezy

HP/3670 TP/850 EXP/234 Gald/456
攻撃属性/火 攻撃/151 防御/98 回避/60
BR/2 E/08 時間 op Item/Flame
Amulet Item/
出現場所/ 未来熱砂の洞窟

Defense Attribute								Special attack	
無	地	Water and Fire	風	雷	光	闇	物	Eruption	—
—	—	—	50	—	—	—	40	Firestorm	—
—	—	無	普	普	—	—	強		—
—	—	60	50	40	—	—	30		—

NO. 165 Flame Sword

HP/15200 TP/350 EXP/333 ガルド/3333
攻撃属性/火 攻撃/564 防御/202 回避/300
重量/2 時間停止/○ 状態/—
Item/
Melt Items/
出現場所/ Future

Defense Attribute								Special attack	
無	Earth, Water, Fire, Wind			雷	光	闇	物	Explode	—
30	30	30	—	30	30	30	30	—	—
—	—	無	—	—	—	—	—	—	—
—	—	30	100	—	—	—	—		—

NO. 166 Predator

HP/1830 TP/0 EXP/21 Gald/43
攻撃属性/風 攻撃/128 防御/70 回避/110
8/2/0/-Dro tem/Chicken Eg
gItem to Melt/
出現場所/ キス Miguel's village

Defense Attribute								Special attack	
無	Earth, Water, Fire, Wind			雷	光	闇	物	—	—
—	—	—	—	50	—	—	—	—	—
—	—	無	普	強	—	—	—	—	—
—	—	50	—	50	50	—	—	—	—

NO. 167 Frost King

HP/7530 TP/0 EXP/196 ガルド/358
攻撃属性/地 攻撃/488 防御/90 回避/45
BR/3 2/0 Dropped Item / Ic
e Amulet Stealable Item
出現場所/ Future Freeze Keel

Defense Attribute								Special attack	
無	Earth, Water, Fire		風	Lightning	Material			—	—
—	50	—	—	—	—	—	—	—	—
—	強	普	普	普	—	—	—	—	—
—	50	30	60	50	—	—	—	—	—

NO. 168 Frost Bunny

HP/2880 TP/0 EXP/99 Gald/ 120
攻撃属性/— 攻撃/161 防御/85 回避/70
重量/1 時間停止/○ 状態/—
Drops/Fur
Stealable Item/
出現場所/ Unfrozen Keel

Defense Attribute								Special attack	
Plain Water		火	風	雷	光	闇	物	—	—
—	—	—	—	—	—	—	—	—	—
—	—	無	普	普	—	—	—	—	—
—	—	60	—	—	—	—	—	—	—

NO. 169 Prophet

HP/5270 TP/580 EXP/484 Garde / 998
攻撃属性/— 攻撃/194 防御/120 回避/55
重量/2 時間停止/○ 状態/—
Dropped Items/Rune Bottle, Protect Ring
Dyeable Items/ Mercury
出現場所/ Future Daos Castle

Defense Attribute								Special attack	
無	Earth, Water, Fire, Wind, Ligh					闇	物	Explode	—
tning, Light 30	30	30	30	30	30	30	—	Squeaky Hammer	—
—	—	—	—	—	—	—	無		—
—	—	—	—	—	—	—	20	Resurrection	—

NO. 170 Voodoo Priest

HP/6850 TP/800 EXP/617 Gald/1720
攻撃属性/— 攻撃/217 防御/130 回避/55
重量/2 時間停止/○ 状態/—
Drops/Rune Bottle, Dark Seal Drops
/Pledge
出現場所/ Future Daos Castle

Defense Attribute								Special attack	
無	Earth Water		火	風	雷	光	闇	Summon Demon	—
—	—	—	—	—	—	—	50	—	—
—	—	—	無	普	普	—	普		—
—	—	—	—	—	—	—	10		—

NO. 171 Belladonna

HP/1920 TP/0 EXP/101 Gald / 196
攻撃属性/地 攻撃/110 防御/44 回避/30
重量/2 時間 / 88/8-ED Dropped It
ems/Cabbage, Cordyceps Sinensis Noodl
e Items/
出現場所/ Past Moria 九層

Defense Attribute								Special attack	
無	Earth, Water, Fire, Wind, Lightning, Light 4					闇	物	Power Drain	—
—	0	—	—	—	—	—	—	—	—
—	強	普	普	普	—	—	—	—	—
—	40	40	50	60	—	—	—		—

NO. 172 Hellcat

HP/2600 TP/400 EXP/127 Gald/346
攻撃属性/— 攻撃/122 防御/75 回避/55
重量/2 時間停止/○ 状態/—
Drops/Round Pellet Tapestry Items/
出現場所/ Future 遺

Defense Attribute								Special attack	
Plain	Water & Fire		風	雷	Light	闇	物	[Explode	—
20	20	20	20	20	20	20	—	[Cure	—
—	—	—	—	—	—	—	普	[Squeaky Hammer	—
—	—	—	—	—	—	—	30		—

NO. 173 Hellhound

HP/4680 TP/0 EXP/89 Gald/178/B
2089/W 9/2 01/2E/O 防御/88 回 O
Items Dropped/It 状態/—
ems for Mixing/-
出現場所/ Future reat thereal

Defense Attribute								Special attack	
無	Earth, Water, Fire, Wind			雷	Light	闇	物	—	—
—	—	—	—	—	—	—	60	—	—
—	—	—	—	—	—	普	普	—	—
—	—	—	—	50	—	50	50	—	—

NO. 174 Hell Master

HP/2640 TP/2500 EXP/202 ガルド/1010
攻撃属性/闇 攻撃/122 防御/59 回避/50
RR/2 RE/0/- Dropped Items/Hol
y Bottle Item/
出現場所/ 遺 Lone Valley

Defense Attribute								Special attack	
無	地	水	火	風	雷	Light	闇	Summon Demon	—
—	—	—	—	—	—	—	40	—	—
—	—	—	—	—	—	普	普	—	—
—	—	—	—	—	—	40	60	強	—
							100		—

NO. 175 Bore

HP/175 TP/0 EXP/45 Gald 80

Drops Item: Pork

Stealable Item/

Modern/ Grow

Wind Defense

無	Earth	Water	Fire	風	雷	Lightfly	物
–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–
–	–	–	普 50	–	–	–	–

Special attack

–
–
–

NO. 176 Borechild

HP/40 TP/0 EXP/5 Gald/8

BR/1 BRE/0/- Dropped Item

s/Pork, Hide

Item/-

Appears in the Forest of Generations

Defense Attribute

無	Earth	Water	Fire	風	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–	–
–	–	–	普 70	–	–	–	–	–

Special attack

–
–
–

NO・177 Boa Boa

HP/20150 TP/0 EXP/101 Gald / 343

Drops/Bok

Dyeing Item/-

Euclid Technique

Defense Attribute

Plain	Water	Fire	風	雷	Light	Water
–	–	–	–	–	–	–
–	–	–	–	–	–	–
–	–	–	普 50	–	–	–

Special attack

–
–
–

NO. 178 Poison Toad

HP/1720 TP/0 EXP/53 Gald/114

Drops/Melt

Items/

Vault's

Defense Attribute

無	Earth	Water	火	風	雷	光	闇	物
–	–	50	–	–	–	–	–	–
–	–	普 50	普 60	–	普 20	–	強 20	–

Special attack

–
–
–

NO. 179 Boggart

HP/3700 TP/0 EXP/103 Gald / 309/

Drops/Cheese Spectacles

Drops/-

Future

Defense Attribute

無	Earth	Water	Fire	風	Snow	Light	闇	物
–	–	–	–	–	–	–	50	–
–	–	–	普 50	–	–	強 50	強 50	–

Special attack

–
–
–

NO. 180 White Bear

HP/5340 TP/0 EXP/237 Gald/501W/83/3

Drops/Flare Bottle

Melt Items/

Past Midgard Large

Defense Attribute

無	Earth	Water	Fire	風	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–	–
–	–	–	普 60	–	–	–	–	–

Special attack

–
–
–

NO. 181 Vogler

HP/200 TP/0 EXP/13 Gald/18B/ 30

Drops/Spectacles Bread

Melt Items/

Around Beladam

Defense Attribute

無	Earth	Water	Fire	Wind	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–	–
–	–	–	普 60	–	–	–	–	–

Special attack

–
–
–

NO. 182 Hornet

HP/150 TP/0 EXP/8 Gald/5

Drops/

Item/

Around Belkenna

Defense Attribute

無	Land	水	Fire	Wind	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–	–
–	–	–	普 60	–	–	–	–	–

Special attack

–
–
–

NO. 183 Polar Bear

HP/8830 TP/0 EXP/261 ガルド/663

Drops/Fur

Stealable Item/

Future Freeze Keel

Defense Attribute

Plain	Water	Fire	風	雷	光	闇	物
–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–
–	–	–	普 60	–	–	–	–

Special attack

–
–
–

NO. 184 Bone Knight

HP/480 TP/0 EXP/24 Guard/36

Drops/

Dyeable Items/

Defense Attribute

無	Earth	Water	Fire	風	Lightning	闇	物
–	–	–	–	–	–	40	–
–	–	–	–	–	普 60	強 40	–

Special attack

–
–
–

NO. 185 Mighty Oak

HP/5200 TP/0 EXP/567 ガルド/1230

Drops Items/Apple, Grape

Item/

Ymir Forest

Defense Attribute

Plain	Water	Fire	風	Lightning	闇	Window	Apple	Mess	無
–	40	–	–	–	–				–
–	強 40	普 50	普 70	普 40	–				–

Special attack

–
–
–

NO. 186 Maxwell

HP/7500 TP/400 EXP/3333 ガルド/22222

// Status/Items to drop/It

ems to pick up: Pickle Ston

e

Moria

Defense Attribute

無	Earth	Water	Fire	Wind	雷	Origin	闇	Void
–	20	20	20	20	20	20	20	20
普 100	–	–	–	–	–	–	強 30	–

Special attack

Thunder Blade
Molecular Attack
–

NO. 187 Mummy

HP/350 TP/0 EXP/44 Gald/30
Pass/45
Drops/Panacea Bottle, Life Bottle
Steal/-

Defense Attribute							
無	Earth	Water	Fire	Wind	Lightning	Light	Darkness	物
–	–	–	–	–	–	–	40	–
–	–	–	弱	–	–	弱	弱	–
–	–	–	60	–	–	70	40	–

Special attack	
–	–
–	–
–	–

NO. 188 Manta

HP/39500 TP/0 EXP/3000 Gald/5400
Drops: Sardine, Shrimp,
Drops/Tuna

Defense Attribute							
無	Earth	Water	Fire	風	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	弱	–	–	–	–	–
–	–	100	40	–	–	–	–	–

Special Attack	
–	–
–	–
–	–

NO. 189 Manticore

HP/38,500 TP/0 EXP/10000 Gald/55
2/08/Drop/Ite
m/Lemon Gummy Ste
alable Item/-

Defense Attribute								
None	Earth	Water	Fire	Wind	Thunder	Light	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	弱	–	–	–	弱	–
–	–	–	30	–	–	–	50	–

Special attack	
–	–
–	–
–	–

NO. 190 Mandrake

HP/10300 TP/0 EXP/1212 Gald/999
Drops/Paraly Check, Stone Check

Defense Attribute							
無	Earth	Water	Fire	風	雷	Koyo	物
–	70	–	–	–	–	–	–
–	St	–	–	弱	弱	–	–
–	rong	70	70	40	30	–	–

Special attack	
[Panic Voice P	
ower Drain	
–	–

NO. 191 Merman

HP/3550 TP/0 EXP/264 Garde/2106[50]
8/2/0.0/Drop/Items/ Sardi
ne, Tuna/ Get Items/ Co
ral

Defense Attribute							
無	Earth	Water	Fire	Wind	雷	Bare Leg Gem	
–	–	50	–	–	–	–	–
–	–	弱	弱	–	–	–	–
–	–	80	50	–	–	–	–

Special attack	
–	–
–	–
–	–

NO 192 Mithril Golem

HP/12700 TP/0 EXP/1010 Gald / 364
Drops/Mythril Glove, Mythril Plate
Stealable Item/Large Stone

Defense Typing								
無	Earth	Water	火	風	雷	光	闇	物
–	50	–	–	–	–	40	–	20
–	弱	–	–	弱	弱	目	–	弱
–	50	–	–	50	30	40	–	50

Special Attack	
–	–
–	–
–	–

NO. 193 Meia

HP/3000 TP/0 EXP/450 Gardo/40405
Dropped item/?Fame Face
Melt Items/

Defense Attribute							
Plain	Water	Fire	風	雷	Inter-Light	Matter	物
–	–	–	–	–	–	–	20
–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–

Special attack	
Clean Cut	–
–	–
–	–

N ■ 194 Medium

HP/3850 TP/250 EXP/73 Gald/206/
45
Drops/Pled Resistance Ring Dro
ps/-

Defense Attribute								
無	Earth	Water	Fire	Wind	Lightning	闇	物
10	10	10	10	10	10	10	10
–	–	–	–	–	–	弱	–
–	–	–	–	–	–	40	–

Special attack	
Eruption	–
–	–
–	–

NO. 195 Monk Soldier

HP/2550 TP/280 EXP/102 Gald/257
Drop Item/Bread Protect Ring
Location/Past Dhaos

Defense A							
ttribute:	None	Water	Fire	Wind	T	闇	物
hunder	Light	20	20	20	20	20	20
–	–	–	–	–	–	弱	–
–	–	–	–	–	–	30	–

Special attack	
Acid Rain	–
Thunder Blade	–
Heal	–

NO. 196 Lycurgus

HP/26,900 TP/15,001,9 EXP/4649 Gald/9870/23
89/M/571 8/55
Drops/Poison Check, Stone Check Items/-

Defense Attribute								
無	Earth	Water	Fire	Wind	Thu	闇	物
nde	Light	30	30	30	30	30	70
–	–	–	–	–	弱	弱	–
–	–	–	–	–	30	100	–

Special attack	
Summon Demon	–
Tidal Wave	–
–	–

NO. 197 Lizard

HP/4440 TP/0 EXP/126 Gald / \77/
40
// Status: Item to cure paraly
sis / Panacea Bottle
Item/

Defense Attribute							
無	Earth	Water	Fire	風	雷	Light	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	弱	–	–	–	–	–
–	–	–	50	–	–	–	–	–

Special attack	
–	–
–	–
–	–

NO. 198 Lizard Fly

HP/150 TP/0 EXP/9 Gald/1
Drops/Spectacles Items
/

防御属性								
無	地	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	弱	弱	–	–	–	–
–	–	–	30	30	–	–	–	–

Special attack	
–	–
–	–
–	–

NO.199 Lizardman

HP/330 TP/0 EXP/22 Gald/448
攻撃/80 防御/25 R/35
重量/2 時間停止/○ 状態/—
Drops/Spectacles
盗む Mark Items/—
出現場所/過去 Lone Valley

防御属性								
無	地	水	火	風	雷	光	闇	物
—	—	—	—	—	—	—	—	—
—	—	強	強	—	普	—	強	強
—	—	40	40	—	40	—	40	40

Special attack
—
—
—

NO.200 Rich

HP/4770 TP/300 EXP/525 Gald 2730
攻撃/180 防御/90 回避/55
重量/2 時間停止/○ 状態/—
Drops/Panacea Bottle
盗む
出現場所/過去 Mark

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
—	—	—	—	—	—	—	50	—
—	—	—	—	—	—	普	強	—
—	—	—	—	—	—	50	50	—

Special attack
Summon Demon
Rocky Mountain
—

NO.201 Living Sword

HP/4400 TP/0 EXP/111 ガルド/1111
攻撃/300 防御/160 回避/200
重量/2 時間停止/○ 状態/—
Drop Item/M
盗む elt Item/
出現場所/過去 Thor

Defense Attribute								
無	地	Water and Fire	風	雷	光	闇	物	
20	20	20	20	20	20	20	—	
—	—	—	—	—	—	普	—	
—	—	—	—	—	—	50	—	

Special attack
—
—
—

NO.202 Living Dead

HP/280 TP/0 EXP/17 Gald/29
攻撃属性/闇 攻撃/28 防御/22 回避/50
/2/0/-Dropped Items/Life B
ottle, Liquor Bottle Items/
盗む
出現場所/過去 Lone Farray

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
—	—	—	—	—	—	—	40	—
—	—	—	—	—	—	普	強	—
—	—	—	—	—	—	60	40	—

Special attack
—
—
—

NO.203 Lilith ※1

HP/40000 TP/1000 EXP/1 ガルド/100
攻撃/400 防御/700 回避/130
重量/2 時間停止/× 状態/—
Drops/Black Onyx
Stealable Item/—
出現場所/Future Euclid 特殊場

Defense Attribute								
無	Land	水	Fire Hut	風	雷	Light Dragon Temp	闇	物
30	30	30	90	30	—	—	30	30
—	—	—	90	—	普	—	—	—
—	—	—	—	100	—	—	—	—

Special attack
Thunder Sword
猛吼爆雷陣
飛燕連脚

NO.204 Wraith

HP/440 TP/80 EXP/45 Gald / 12
攻撃/77 防御/24 回避/3/5
B/2 9/0/盗/Dropped Item/Rune
Bottle
Stealable Item/
出現場所/過去 Demeters 無

Defense Net							
Non-Attribute	Water	Fire	Wind	雷	Lightfly	物	
—	—	—	—	—	—	40	10
—	—	—	—	—	普	強	強
—	—	—	—	—	60	40	10

Special attack
Stone Blast
Tractor Beam
—

NO.205 Lesser Demon

HP/6780 TP/300 EXP/909 ガルド/6850
攻撃/40 防御/115BR/3 回避/ Dro
pped Item/ark Bottle 盗む
Mark Items/—
出現場所/Future 洞窟

Defense Attribute								
無	地	水	火	風	雷	光	闇	物
—	—	—	—	—	—	—	—	—
—	—	—	—	—	普	普	—	—
—	—	—	—	—	50	100	—	—

Special attack
Thunder Blade
Maelstrom
—

NO.206 Red Sylph

HP/4350 TP/6000 EXP/222 Gald / 555
攻撃/ / 防28/92/08 防御/23 回避/80
/Drop Items/Rune Bottle Dy
e Items/
出現場所/Location Lone Valley

防御属性								
無	Land	水	Fire Hut	雷	Light Dragon Temp			
—	—	—	—	—	—	—	—	—
—	普	—	普	—	—	—	—	—
—	30	—	100	—	—	—	—	—

Special attack
Storm
—
—

NO.207 Red Pudding

HP/2020 TP/0 EXP/31 Gald/43
攻撃属性/水 攻撃/130 防御/72 回避/15
重量/1 時間停止/○ 状態/雨
Drops/Mix Gummy
盗む Melt Items/—
出現場所/過去 Midgards Continent 比較

Defense Attribute								
無	Earth, Water, Fire, Wind			雷	光	闇	物	
—	—	40	—	—	—	—	30	
—	—	普	弱	—	普	—	—	
—	—	40	60	—	30	—	—	

Special attack
—
—
—

NO.208 Red Roper

HP/2590 TP/0 EXP/78 Gald/106
攻撃/120 防御/78 回避/20
重量/2 時間停止/○ 状態/マヒ
Dropped Items/Poison Chec
k Items/—
出現場所/過去 Midgards Great 時間部

Defense Attribute								
無	Earth, Water, Fire, Wind			雷	Light Opening Object			
—	—	—	—	—	—	—	—	—
—	—	普	—	—	—	—	—	—
—	—	50	—	—	—	—	—	—

Special attack
Power Drain
—
—

NO.209 Ranger

HP/2550 TP/0 EXP/261 Gald/440
攻撃/170 防御/83 回避/55
重量/2 時間停止/○ 状態/雨
Drops/Self Bow, Sand Spread (drops)
盗む
出現場所/Location/Future Treant Forest

防御属性								
無	Earth Water		火	風	雷	光	闇	物
—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	普	—	—
—	—	—	—	—	—	10	—	—

Special attack
—
—
—

NO.210 Robo

HP/40500 TP/0 EXP/6600 ガルド/7700
攻撃/— 防御/765 防御/245 回避/80
BR/3/08/D/Dropped Item/Mix
ed Gummies
盗む Melt Item/Fur
出現場所/Future Morla Railway 無

Defense Attribute								
Non-Attribute	Water	Fire	Wind	Lightning	Glowworm		物	
—	—	—	—	—	—	—	—	
—	—	—	—	—	—	普	—	
—	—	—	—	—	—	30	—	

Special attack
—
—
—

※1 Lilith's normal attacks do not belong to any attribute.

NO 211 Wyvern

HP/41000 TP/0 EXP/10000 ガルド/10000

Items/

Melt Items/

Mortain trails Mishishita

無	Earth	Water	Fire	風	雷	光	闇	物
50	50	50	50	–	50	50	50	–
–	–	–	–	弱	–	–	–	–
–	30	–	–	100	–	–	–	–

Special attack

NO 212 Wraith

HP/3110 TP/0 EXP/293 Gold/990

Status C Item to drop Ma

bi/Dark Bottle

Melt Items/

Entry: Lost Valley

無	Earth	Water	Fire	Wind	Thunder	Light	闇	物
–	–	–	–	–	–	–	50	–
–	–	–	–	–	–	–	強	–
–	–	–	–	–	–	50	50	–

Special attack

NO 213 War Vulture

HP/1900 TP/0 EXP/38 Gald/64

8/2/0/Item Chicken a Egg

Melt Items/

Past Midgard

無	Earth	Water	Fire	Wind	雷	Light	闇	物
–	–	–	–	–	50	–	–	–
–	–	–	–	–	強	–	–	–
–	50	–	50	50	–	–	–	–

Special attack

NO 214 AC Rover

HP/4680 TP/0EXP/

19703-9

Gald/5381/

25

67 mm/

Status • Mad Dro

p Item/Poison Check Dye Ite

m/

無	Earth	Water	Fire	Wind	Thunder	Light	Darkness	Creature
–	–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–	–
–	–	–	弱	–	–	–	–	–

Special attack

Power Drain

NO 215 G. Squid

HP/10250 TP/0 EXP/626 ガルド/2490

Drops/Squid Octopus

Dyeable Item/-

無	地	Water and Fire	風	雷	光	闇	物
–	–	50	–	–	–	–	–
–	–	弱	–	弱	–	–	–
–	60	50	–	20	–	–	–

Special attack

NO 216 G. Scorpion

HP/640 TP/0 EXP/13 Gald / 16

1935/-89/82/ /Item

s dropped

Melt Items/

Playland

無	Earth	Water	Fire	風	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	–	弱	–	–	–	–
–	–	–	40	40	–	–	–	–

Special attack

NO 217 G Slug

HP/75 TP/0 EXP/5 Gald/5

Water Attack/35 B10 B10

Drops

Dyeable Item/-

無	地	水	火	風	雷	光	闇	物
–	–	30	–	–	–	–	–	–
–	–	弱	弱	–	弱	–	弱	–
–	–	30	70	–	40	–	30	–

Special attack

NO 218 G. Toad

HP/980 TP/0 EXP/24 Gald / 3

5/40

Drops/

Melt Items/

Past

Plain: Water	Fire	Wind	雷	Light	闇	物
–	40	–	–	–	–	–
–	弱	弱	–	–	–	–
–	40	60	–	30	40	–

Special attack

NO 219 G. Bat

HP/60 TP/0 EXP/4 Gald / 12

Drops/

Dyeable Item/-

無	地	水	火	風	雷	光	闇	物
–	–	–	–	–	–	100	–	–
–	–	–	–	–	–	弱	–	–
–	–	–	–	–	–	70	–	–

Special attack

NO 220G Bee

HP/25 TP/0 EXP/2 Gald/3

Drops/

Dyeable Item/-

Location/Era: Around Tortoise

None	Earth	Water	Fire	Wind	Thunder	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	–	–	–	–	–	–	–
–	–	–	–	–	弱	–	–	–

Special attack

NO 221 G. Frog

HP/120 TP/0 EXP/7 Gald/15B

Drops/

Melt Items/

無	地	Water	Fire	Wind	雷	光	闇	物
–	–	30	–	–	–	–	–	–
–	–	弱	弱	–	弱	–	弱	–
–	–	30	70	–	40	–	30	–

Special attack

NO 222 G Mayfly

HP/2570 TP/0 EXP/75 Gald/100

Items dr

opped/Items th

at can be stolen/-

Yime Forest

Plain	Water	Fire	風	Lightning	闇	物
–	–	–	–	–	–	–
–	–	–	弱	弱	–	–
–	–	–	50	50	–	–

Special attack

NO. 223 G. Lizard

HP/6660 TP/0 EXP/202B ガルド/416
攻撃属性/— 攻撃/344 B/135/・P 回避/45
重量/3 時間停止/○ 状態/paralysis
Drop Item/Panacea Bottle
Items to get/Egg
出現場所/未来大陸 Ymir's 台

Defense Attribute							
No attribute	Water	Fire	Wind	雷	Light	闇	物
–	–	–	–	–	–	–	–
–	–	–	–	弱	–	–	–
–	–	–	50	–	–	–	–

Special attack	
–	–
–	–
–	–

NO. 224 G-Reach

HP/175 TP/0 EXP/9 Gald / 9
攻撃属性/— /* */6518/02/ 防御/20 回避/15
08/Drop Item/ 弱
Stealable Item/
出現場所/Past Loan Valley

Defense attribute							
無	地	水	火	風	Lightning	闇	物
–	–	40	–	–	–	–	–
–	–	弱	弱	–	弱	–	–
–	–	40	60	–	30	–	40

Special attack	
–	–
–	–
–	–

NO. 225 G. Wasp

HP/650 TP/0 EXP/9 Gald / 1
攻撃属性/— 攻撃/100 防御/55 2BBY120
重量/2 時間停止/○ 状態/—
Drops/
Melt Items/
出現場所/Past Ymir Great 台

Defense Attribute							
Plain	Water	Fire	風	Lightning	闇	物	
–	–	–	–	–	–	–	
–	–	–	弱	–	–	–	
–	–	–	50	–	–	–	

Special attack	
–	–
–	–
–	–

NO. 226 DARKEYE?

HP/56000 TP/300 EXP/5100 Gald/12345
攻撃属性/闇 攻撃/550 防御/180 回避/90
重量/3 時間停止/○ 状態/—
Drops
Melt Items/
出現場所/Future Daos 城

Defense Attribute								
無	Earth	Water	Fire	Wind	Thunder	Light	闇	物
–	60	60	60	60	60	–	70	–
–	–	–	–	–	–	弱	弱	–
–	–	–	–	–	–	30	70	–

Special attack	
Rock Mountain-	
–	–
–	–

NO. 227 ROAMEYE?

HP/18600TP/0EP/4790Gald/7700A/MS/450 /16590
/Time Stop Status/Dea/s/Delis Fro/White
ms/-
出現場所/Future Daos 城

Defense Attri								
butes	None	Water	Fire	Lightning	Light	Pro	闇	
–	60	60	60	60	60	–	70	–
–	–	–	–	–	–	弱	弱	–
–	–	–	–	–	–	30	70	–

Special attack	
–	–
–	–
–	–

NO. 228 SEALEYE?

HP/62000 TP/350 EXP/6200 ガルド/10000
攻撃属性/闇 攻撃/600 防御/185 回避/90
重量/3 時間停止/ / Status/
Drops/
Melt Items/
出現場所/Future Daos 城

Defense Attribute								
無	Earth	Water	Fire	Wind	雷	Light	闇	物
–	60	60	60	60	–	–	70	–
–	–	–	–	–	–	弱	弱	–
–	–	–	–	–	–	30	70	–

Special attack	
[God Bless	
–	–
–	–

NO. 229 10,000R

HP/10000 TP/0 EXP/100 Gald / 1000
攻撃属性/— 攻撃/250 防御/150 回避/30
重量/2 時間停止/○ 状態/—
Drops/
Dyeable Item/-
出現場所/Future Thor

Defense Attribute								
None	Earth	Water	Fire	Wind	Thunder	Light	闇	物
–	–	–	–	–	–	–	–	–
–	弱	–	–	–	–	–	–	–
–	40	–	–	–	–	–	30	–

Special attack	
Photon Beam	–
–	–
–	–

NO. 230 2SH

HP/12600 TP/0 EXP/55 Gald/50
攻撃属性/— 攻撃/240 防御/150 回避/25
重量/2 時間停止/○ 状態/—
Drops
Stealable Items/
出現場所/Past Thor

Defense attribute							
無	地	水	火	風	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	–	弱	–	–	–	–	–	–
–	–	50	–	–	–	40	–	–

Special attack	
–	–
–	–
–	–

NO. 231 3000R

HP/3000 TP/0 EXP/30 Gald / 300
攻撃属性/— 攻撃/200 防御/120 回避/20
重量/2 時間停止/○ 状態/—
Drops/
Dyeable Items/
出現場所/ Thor

Defense attri								
butes	None	Water	Fire	Wind	Lightning	Light	Dark	
–	–	–	–	–	–	–	–	
–	弱	–	–	–	弱	–	–	
–	50	–	–	–	40	–	–	

Special attack	
Photon Beam	–
–	–
–	–

NO. 232 3SH

HP/15600 TP/0 EXP/88 Gald / 880/
2089/- 29/270BR/2 4/ 防御/180 回 30
0 Dropped Item/ 状態/—
Dyeable Item/-
出現場所/Location/Future Thor

Defense Attribute								
無	Earth	Water	Fire	風	雷	光	闇	物
–	–	–	–	–	–	–	–	–
–	弱	–	–	–	弱	–	–	–
–	40	–	–	–	30	–	–	–

Special attack	
–	–
–	–
–	–

NO. 233 4400R

HP/4400 TP/0 EXP/44 Gald / 4402
攻撃属性/— 攻撃/230 防御/130 回避/5
BR/Items
to Drop/Items
to Obtain/
出現場所/Past Thor

Defense Attribute								
No attribute	Water	Fire	Wind	雷	Light	Dark	Water	
–	–	–	–	–	–	–	–	
–	弱	–	–	–	–	–	–	
–	50	–	–	–	40	–	–	

Special attack	
Photon Beam	–
–	–
–	–

Dhaos

Daos, the final boss of this installment, is not registered in the Monster Book. You will fight him across three eras: the past, present, and future. His abilities increase with each era, including increased parameter values and resistance to elemental attacks. The same applies to the special attacks he uses. For example, Daos uses the Tetraspell spell in all eras, but in the past, it consists of Fireball x2, Ice Arrow x3, Lightning Strike x1, and Rock Lance x4. In the present, it's Fireball x3, Ice Arrow x4, Lightning Strike x1, and Rock Lance x5. In the future, it's enhanced to Fireball x4, Ice Arrow x5, Lightning Strike x1, and Rock Lance x6. Also, a unique characteristic of Future Daos is that he transforms into Feather Daos and then into Daos (Final Form).

NO. — Daos (Past)

HP/30000 TP/5000 EXP/2222 Gald/9999 wa/10

攻撃/270 防御/130

速度/4 特殊停止/× 状態/—

Drops/Emerald Ring

盗む/—

装備/道具/Daos Drug

Defense attribute								
No attribute	Water	Fire	Wind	雷	Light	闇	物
30	30	30	30	30	30	30	—
—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	10

Special attack	
Thunder Blade	Tetra Assault
Oscillator Tetra	Spell
Chaos Laser	Firestorm

NO. — Dhaos (Modern)

HP/45000 TP/5000 EXP/5555 Gald/2555

2931/-29/330/1304/State/耐性

重量/— 特殊停止/× 回避/10

Drop Item/Melt Item/

装備/道具/Osiris Bodyguard

Defense attribute								
無	Earth	Water	Fire	Wind	Ligh tning	闇	物
Light	30	30	30	30	30	30	30	—
—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	20

Special attack	
Cyclone	Tetra Assault
Oskorei Dat a Os Laser	Tetras Berla y

NO. — Dhaos (Future)

HP/70,000 TP/1,000 EXP/10,000 #AK/32,000

Attack/— 攻撃/530 防御/200 回避/10

重量/1 特殊停止/× 状態/—

Drops/—

盗む/Melt Items/—

装備/道具/Future Daos Castle

Defense attribute								
Non-Attribute	Water	Fire	Wind	Lightning	Gloweyes	闇	物
—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—

Special attack	
Explode, Dhaos Laser, Tidal Wa ve, Tetra Assault, Dhaos Collid er, Tetra Spell	

NO. — Feather Dhaos

HP/ 130,000 TP/10,000 EXP/10,000 Gald/35,000

攻撃属性/— Attack/700/防御 BB/10

重量/5 特殊停止/× 状態/—

Drop Item/Melt Item/—

装備/道具/Future Osu 槍

Defense attribute								
無	地	水	火	風	雷	Koyo	物
—	—	—	—	—	—	—	—
強	強	強	強	強	強	強	—
20	20	20	20	20	20	20	—

Special attack	
Chaos	Meteo Swarm
Circular	—
Hidden	—

NO. — Dhaos (Final Form)

HP/160000 TP/10000 EXP/Chapter 0/500 Gald/0

攻撃属性/— 防御/800 回避/10

重量/3 特殊停止/× 状態/—

Drop Item/Melt Item/—

装備/道具/Future Osu 槍

Defense attribute								
Solid	水 Ice	風	雷	光	闇	物
—	—	—	—	—	—	—
強	強	強	強	強	強	—
30	30	30	30	30	30	—

Special attack	
Time Stop	—
Black Hole	—
Meteor Storm	—

Monster Special Attacks

Here, we introduce monster special attacks in Japanese alphabetical order (gojūon order). With few exceptions, special attacks deal damage to all targets within range. They are all more powerful than normal attacks, so combine armor and accessories to create effective defenses.

Special Att	Attack Attribute	
ack Names:Ice T	Fire, Ice	The same one Arche uses (see P303). T
ornadoIce Nee	Ice	he same one Arche uses, but (P303) the [illegible]. The number of ice arrows varies depending on the monster.
dleAcid Rain	Water	same one Mint uses (see P301).
Earthquake Er	Earth	Same as what Archer uses (see P303). Same
uption Indig	Earth, Fire	as what Archer uses (see P303). Same as wh
nation Whirlpool	Water	at Archer uses (see P303). Attacks by launchi
Upper Explode	Wind, Earth, Fire, Water	ng a small tornado caused by an uppercut. Same as
Collapse	Earth	what Archer uses (see P303).
	Light	Attacks by generating light of no attribute over a wide area.
Gigaton Upper	Land	Attacks with a powerful uppercut that blows enemies away and knocks them down.
Cure	Water	Same as what Mint uses (see P301).
Grape	Land	Same as what Arche uses (see P303).
Chaos	Dark	Attacks by [illegible] four consecutive volleys of fireballs i
God Bless	Wind	n three directions. Same as what Arche uses (se
Cyclone	Wind	e P303). Same as what Arche uses (see P303).
Summon Demon T	[illegible]	Summons demons from the Demon World to attack.
hunder Sword	※1	Launches the target into the air with two consecutive uppercuts and a spinning body blow, followed by an e
Thunder Blade	[illegible]	lectric shock. Same as what Arche uses (see P303).
Circular	Dig	Generates fireballs from both hands that slowly chase the target.
Lion's Roar Explosion Save	ect @1	A continuous attack that blows away the opponent with fighting spirit in the shape of a lion, followed by an electric shock.
Storm	Scenery	Same as what Arche uses (see P303).
Stone Blast Petrific	Land	Same as what Arche uses (P303 The number of pebbles [illegible] depending on the monster. Fires a ring-shaped ray of
ation Ray	Land	light that petrifies the target. Petrification can be prevented with equipment that nullifies earth attribute.).
Tidal Wave Time	Water	Same as what Arche uses (see P303).
Stop Daos C	Water	Same as what Mint uses (see P301).
oleder Daos L	Light	Attacks by emitting a tremendous beam of light from a dream slammed into the ground.
aser Deep Mist	Light	Fires an extremely thick laser with penetrating power from the hands in a ready stance.
Tetra Assault	Water	Same as what Mint uses (see P301).
Tetra Sphere	Dark	A series of striking attacks that unleash fists so quickly they are invisible.
	Earth, Water, Fire, [illegible]	A series of attacks using four spells: Fireball, Ice Needle, Lightning, and Grave.
Tenbest	Wind	Same as what Arche uses (see P303).
And Shugaku	[illegible]	Unleashes punches that inflict poison on the target with a certain probability. Can be defended against with equipment that nullifies attribute.
Tractor Beam	None	Same as what Arche uses (see P303).
Namikiri Kick	Water	Delivers a kick while moving sideways.
Panic Voice	Land	Attacks by emitting a bizarre shriek that pierces straight through the target.
Power Drain	*2	Unconditionally absorbs the HP of a single target. The amount of HP absorbed varies depending on the monster.
Cress Summon Over Hell	*1	Same as what Cress uses (see P298). Same
Pico Hammer	Water	as what Mint uses (see P301). Same as wh
Piko Piko Hammer	Water	at Mint uses (see P301). Turns the body int
Hidden	Water	o shadow, nullifying all attacks for a certain period.
Heel	Water	Same as what Mint uses (see P301).
Firestorm	Fire	Same as what Arche uses (see P303).
Fireball Photo	Fire	The same attack used by Arche (see P303), but the number of fireballs varies depending on the monster.
n Beam Blac	Light	An attack that emits blue beams radially in 5 directions.
k Hole Flame	[illegible]	Same as what Arche uses (see P303).
Wave Hell Ge	Fire	Generates scorching flames from the arms and slides them along the ground in a wave-like motion.
m	Item	Attacks by throwing a gem that splits into five in the air.
Machine Gun Knuckle	Earth, Light	An attack that unleashes a powerful straight following four jabs.
Maelstrom	Water	Same as what Arche uses (see P303). Same as what Arche u
Meteo Swarm	[illegible]	ses (see P303). An attack that envelops the body in light an
Molecular Tackle	Water	d rams indiscriminately. An attack that delivers a series of pu
Lightning	*1	nches and ladles, followed by a powerful uppercut that blows the target into the air. An attack that floats the op
God Fist Lig	*1	ponent with an uppercut and then follows up in the air.
htning	*1	A continuous attack that strikes 8 times consecutively on the ground, then connects into a Lightning God Fist.
Hit Combo	[illegible]	The same one used by Arche (P3[illegible]).
Resurrection	Water	Same as what Mint uses (see P301).
Apple Riot	Land	Scatters apples to attack a wide area.
Ray	Light	Same as what Arche uses (refer to P303). Same as what Arche
Rocky Mountain	Land	uses (refer to P303). Delivers a continuous attack of uppercuts,
M Combination	[illegible]	elections, and straight punches with extending arms. A sword technique where she
Clean Cut	Item	jumps slightly and slashes down from directly above.
Double [illegible]	[illegible]	A sword technique that unleashes a continuous series of upward and downward slashes.
[illegible]	Fire, [illegible]	A sword technique that unleashes a continuous series of upward slashes, downward slashes, and thrusts.

※1 Lilith's special attacks do not belong to any attribute, so they cannot be nullified by "Reflect Ring" or "Force Ring".

※2 Because it does not belong to any attack attribute, it cannot be nullified by "Reflect Ring" or "Force Ring".

※3 Only the triple attack used by Burning [illegible] is a fire attribute attack. The ones used by Skeleton King and Dragon Tooth are dark attribute attacks.

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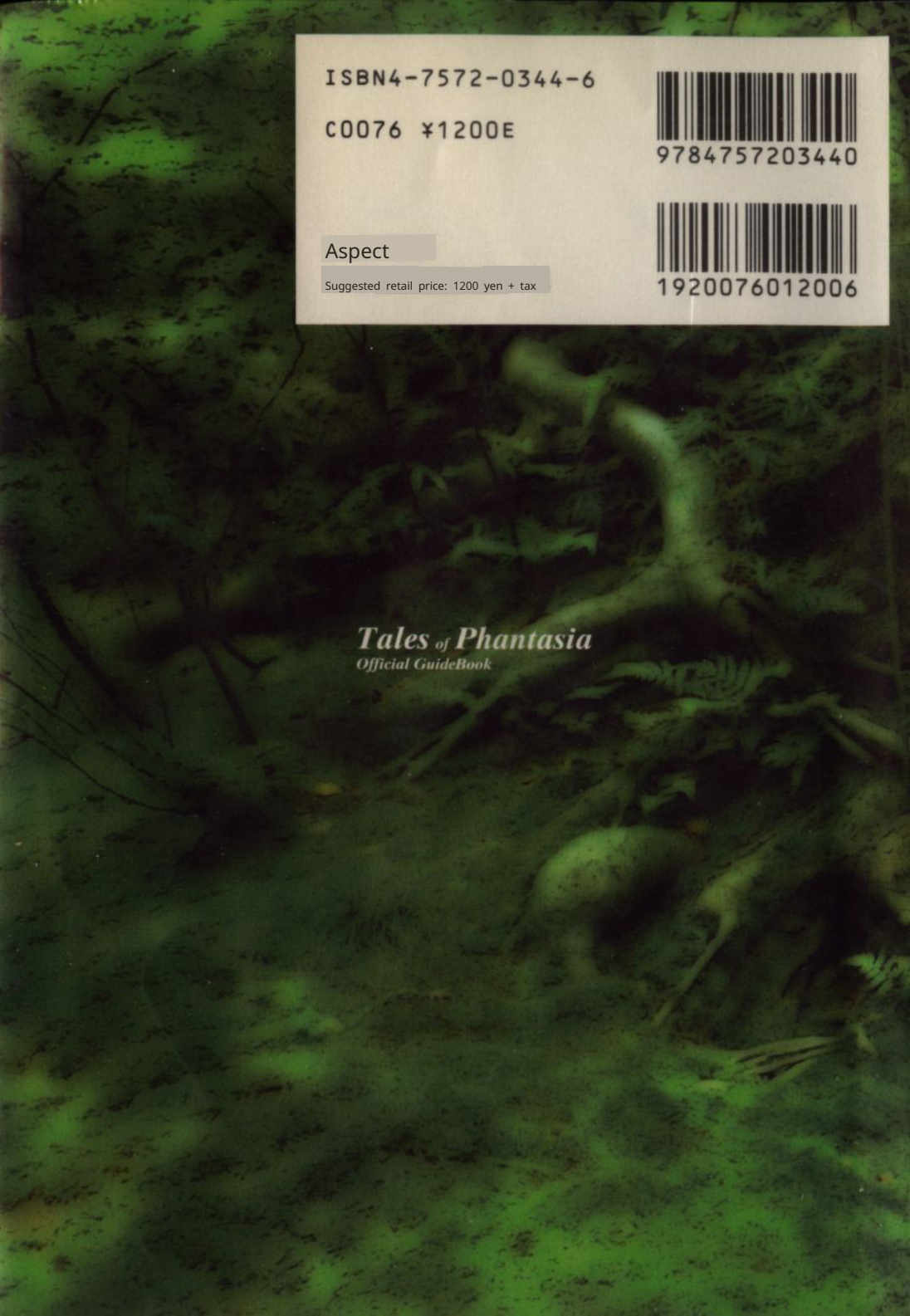
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